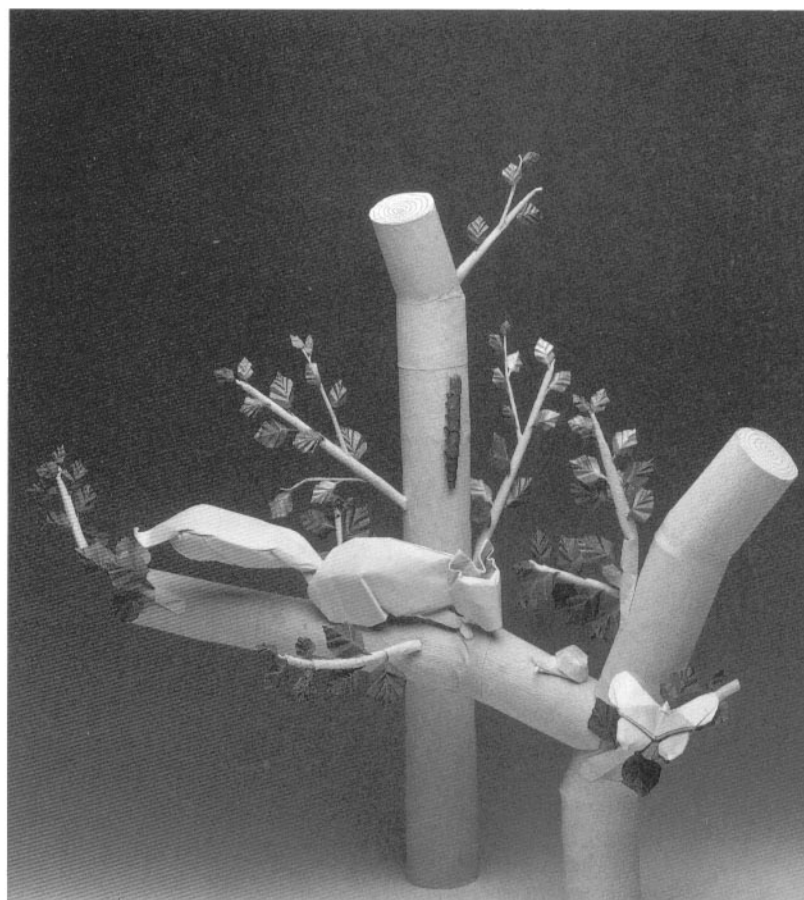
origami
I PICCOLI ANIMALI
di Alfredo Giunta
d'acqua
di terra
d'aria
Alfredo Giunta
il Castello

Alfredo Giunta

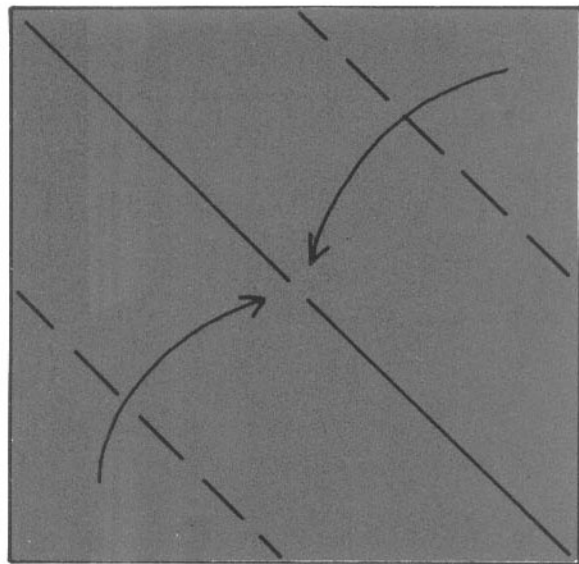
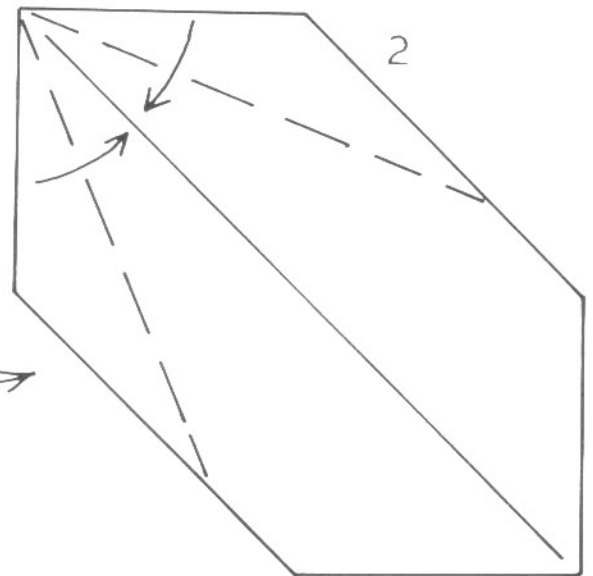
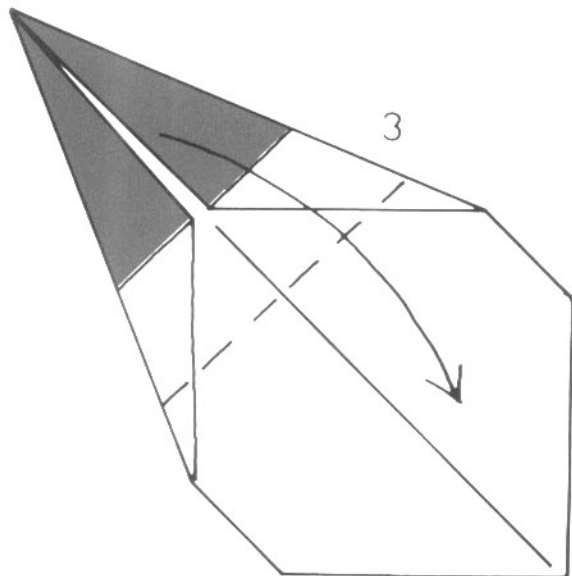
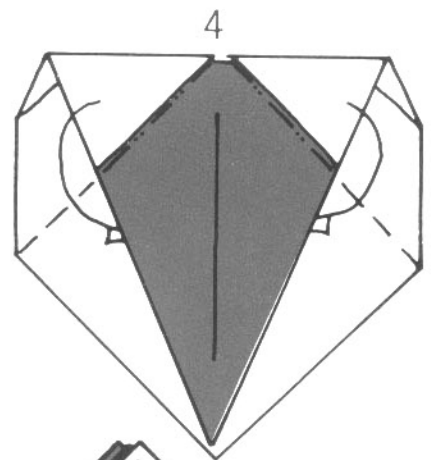
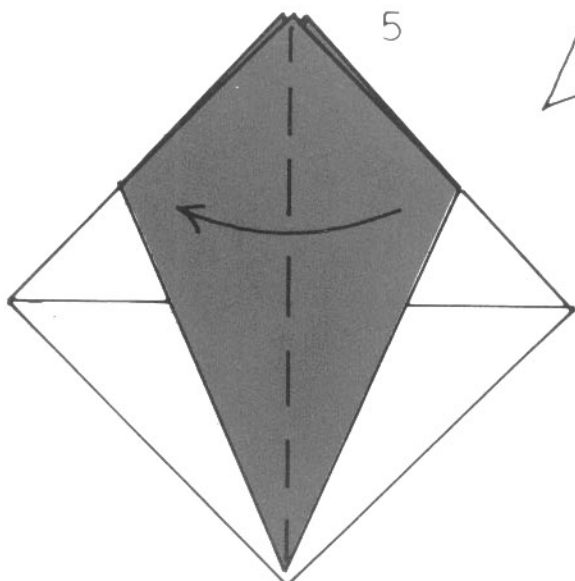
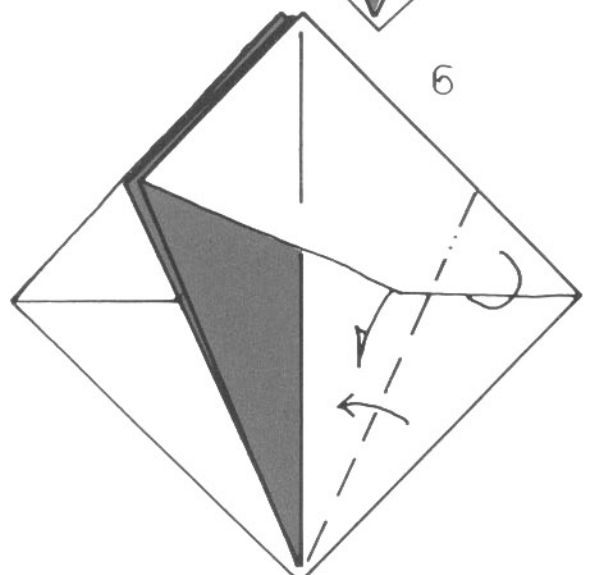
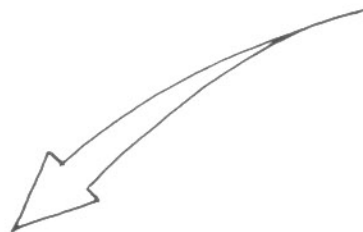
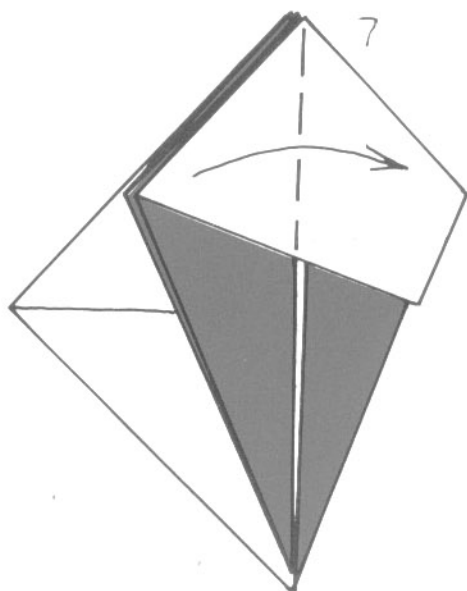
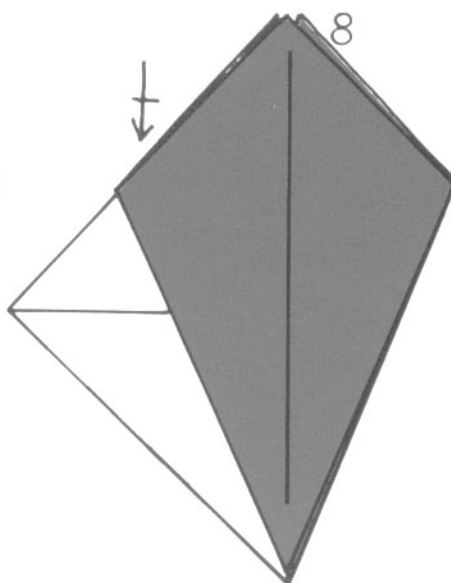
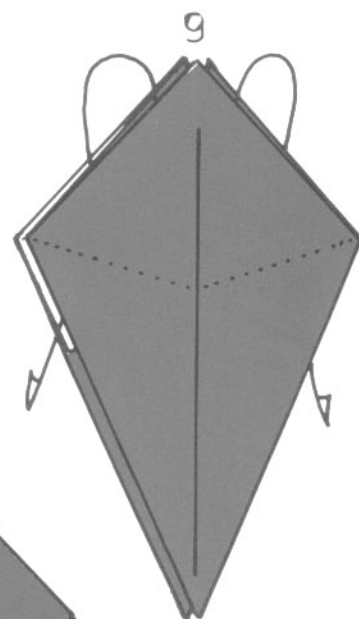
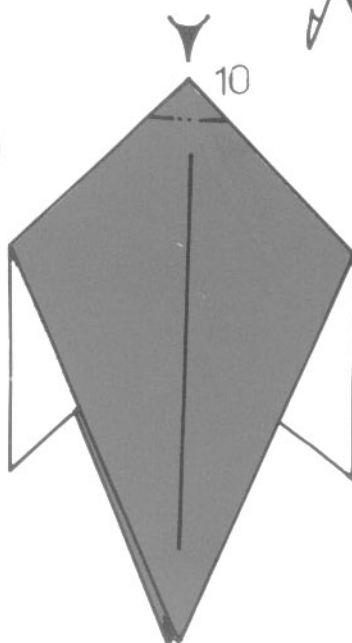
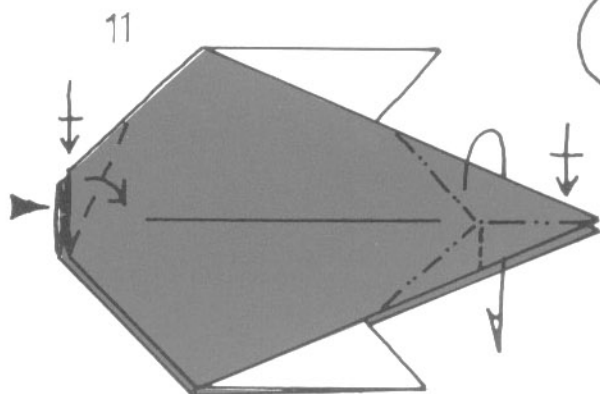
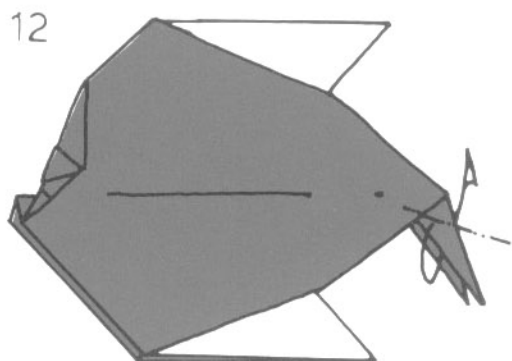
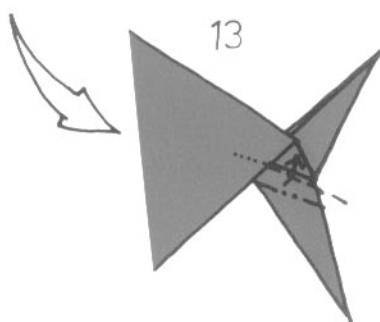
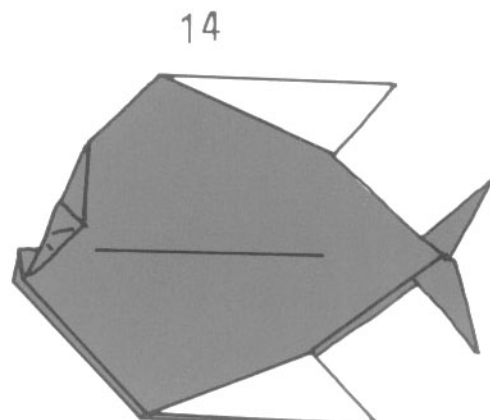
origami

I PICCOLI ANIMALI

di Alfredo Giunta

d'acqua di terra d'aria

il Castello

CREATURE D'ACQUA

IL PESCE 1

7
8
Ripetere per l'altro lato
dalla fig. 5 alla fig. 7
9
10
11
12
Questo modo di bloccare la coda può
essere applicato anche agli altri pesci
riportati in questo libro
13
14

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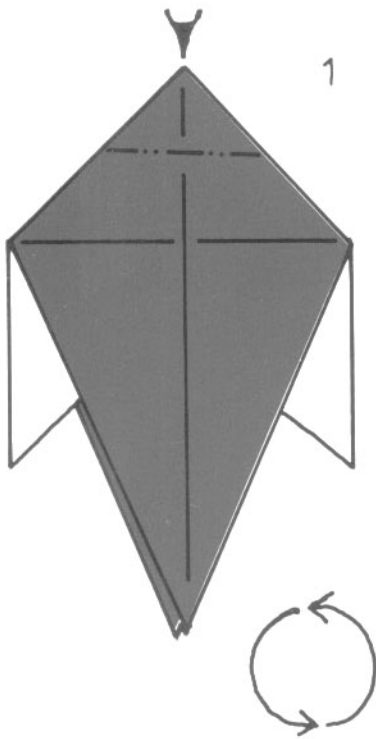
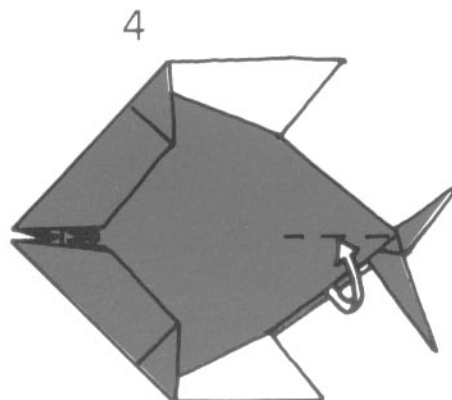
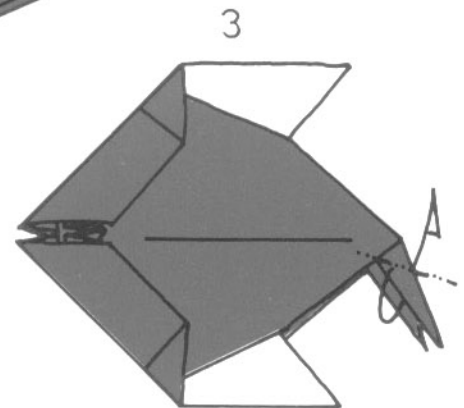
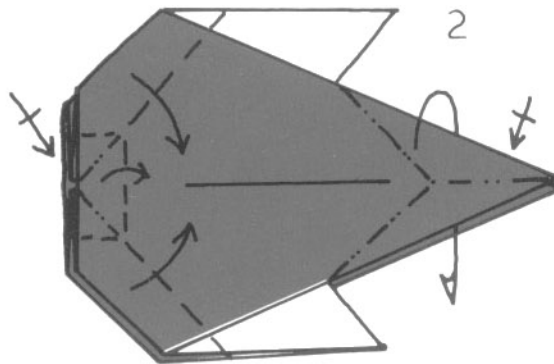
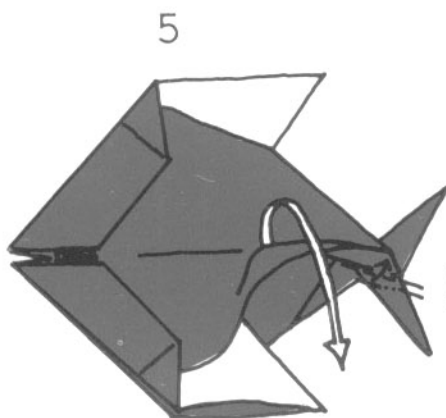
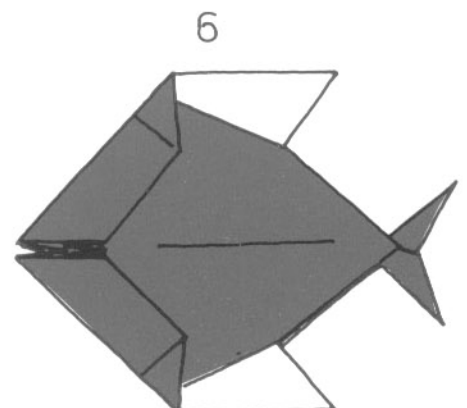
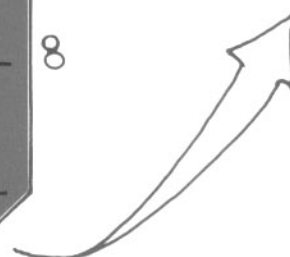
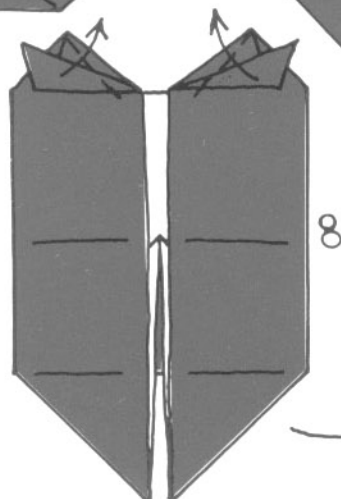
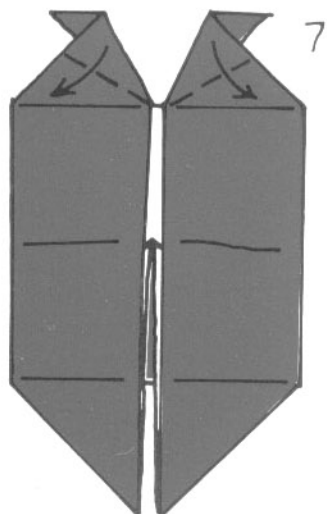
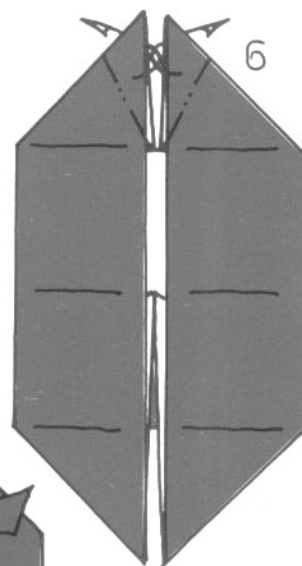
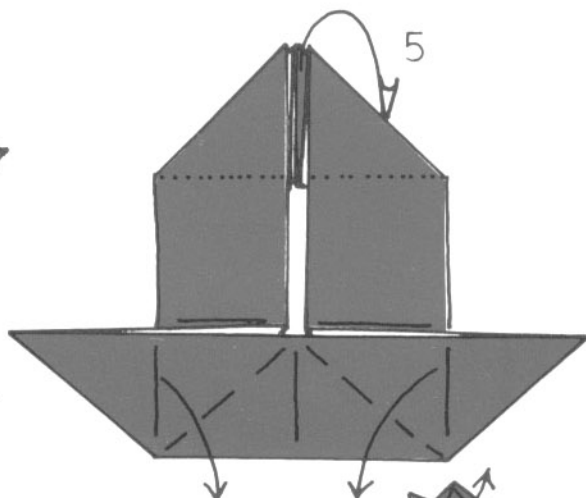
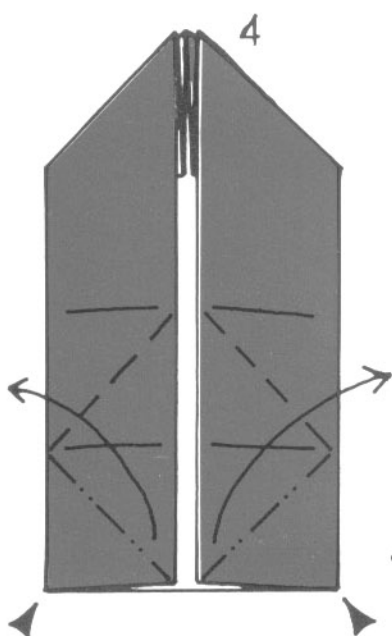
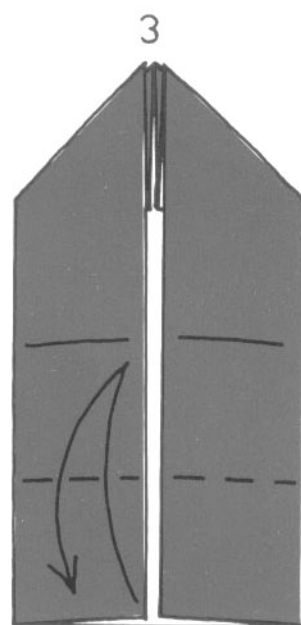
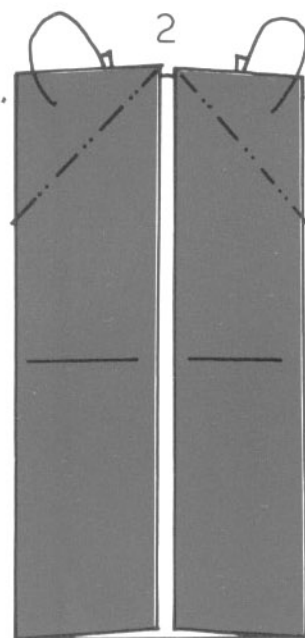
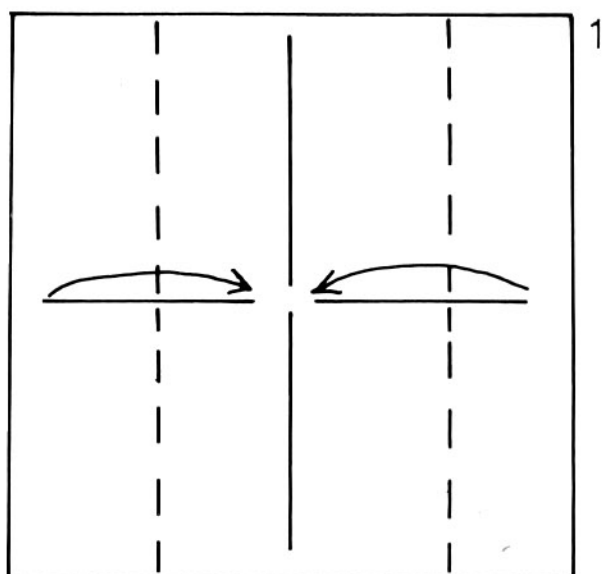
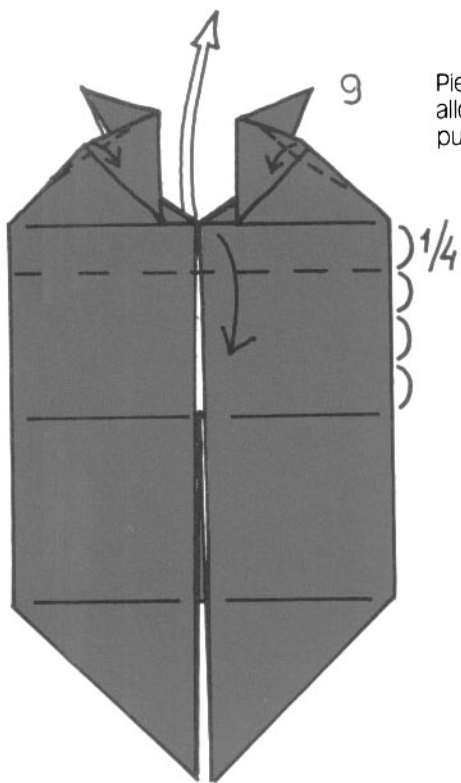
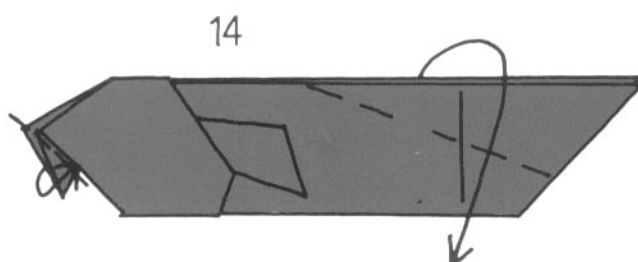
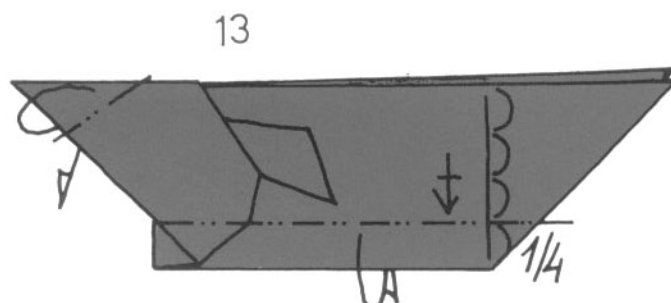
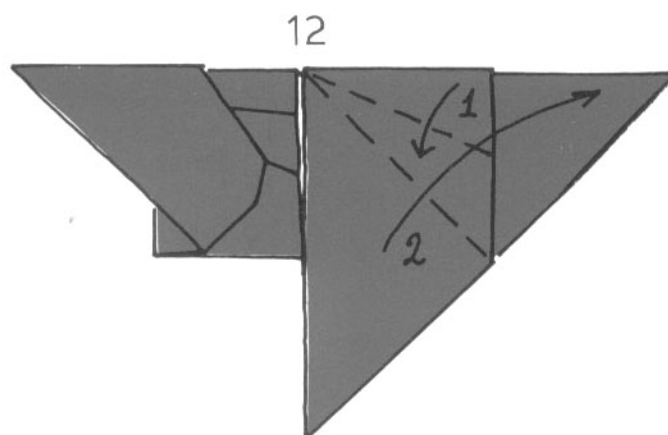
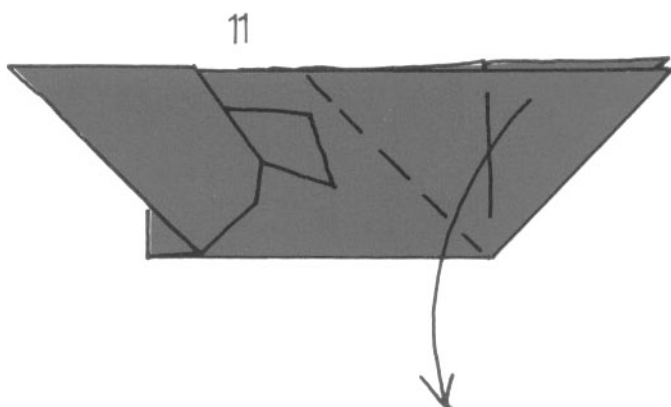
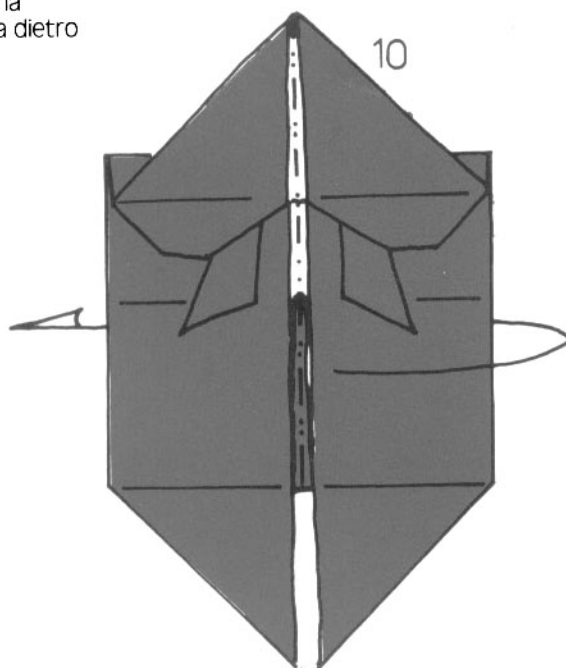
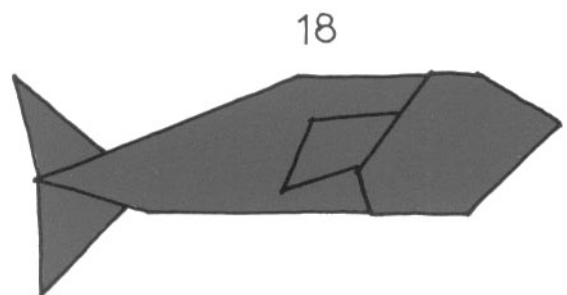
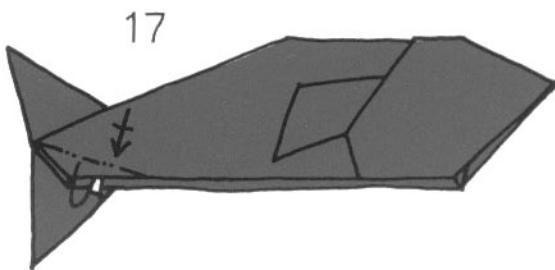
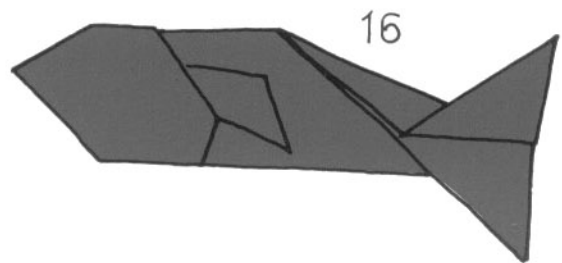
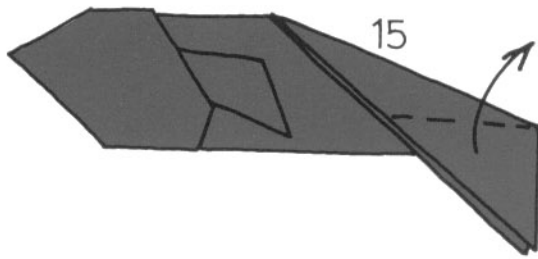
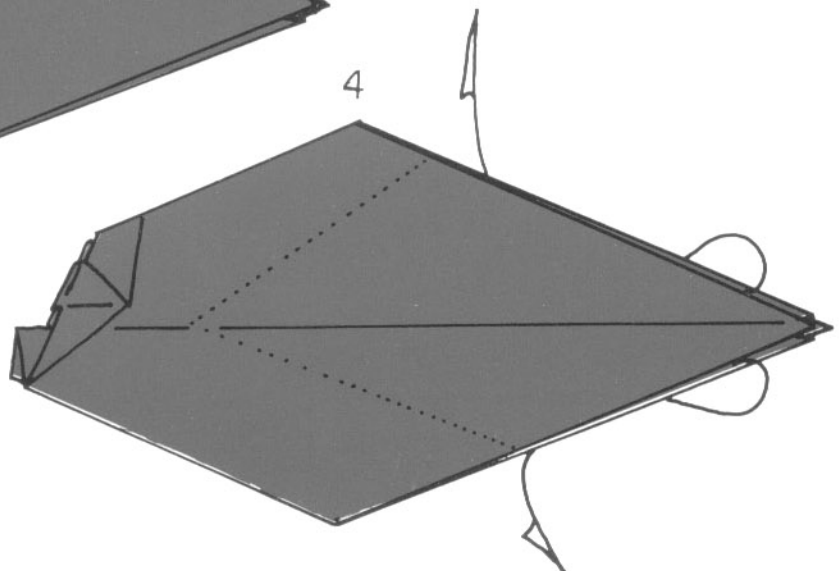
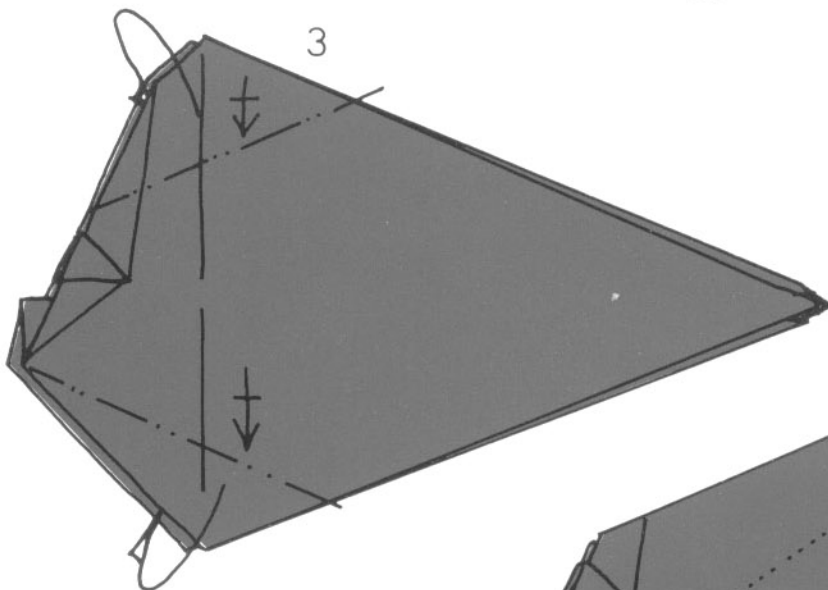
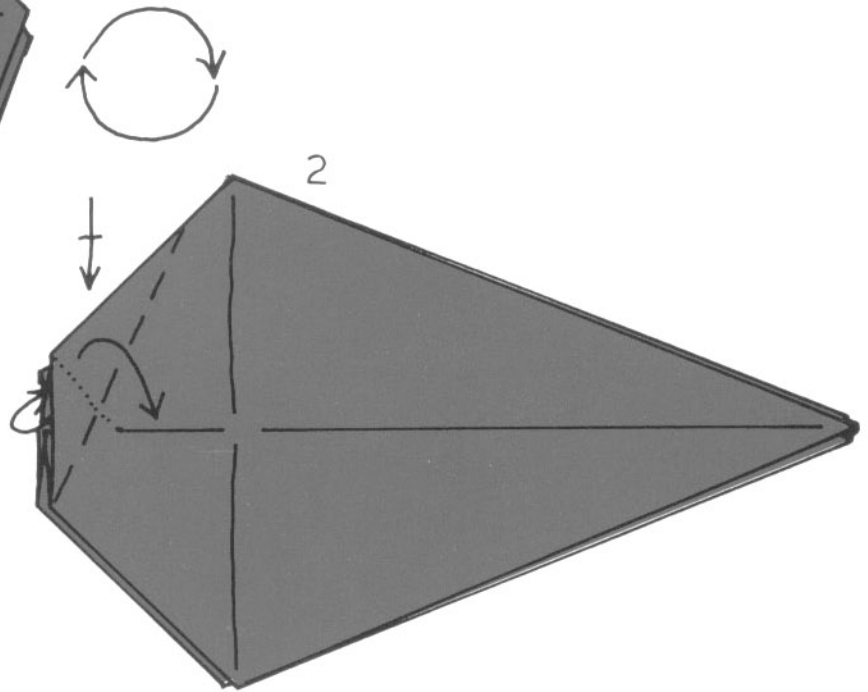
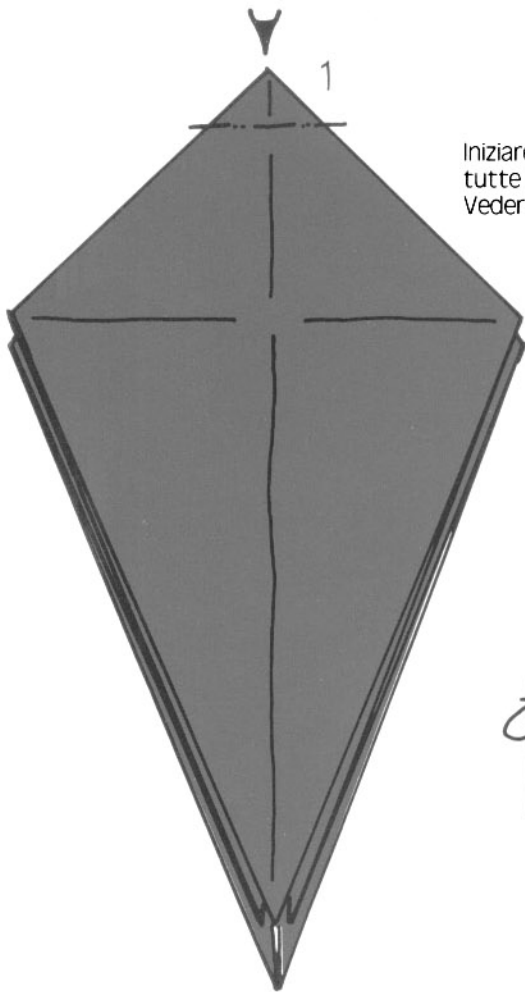
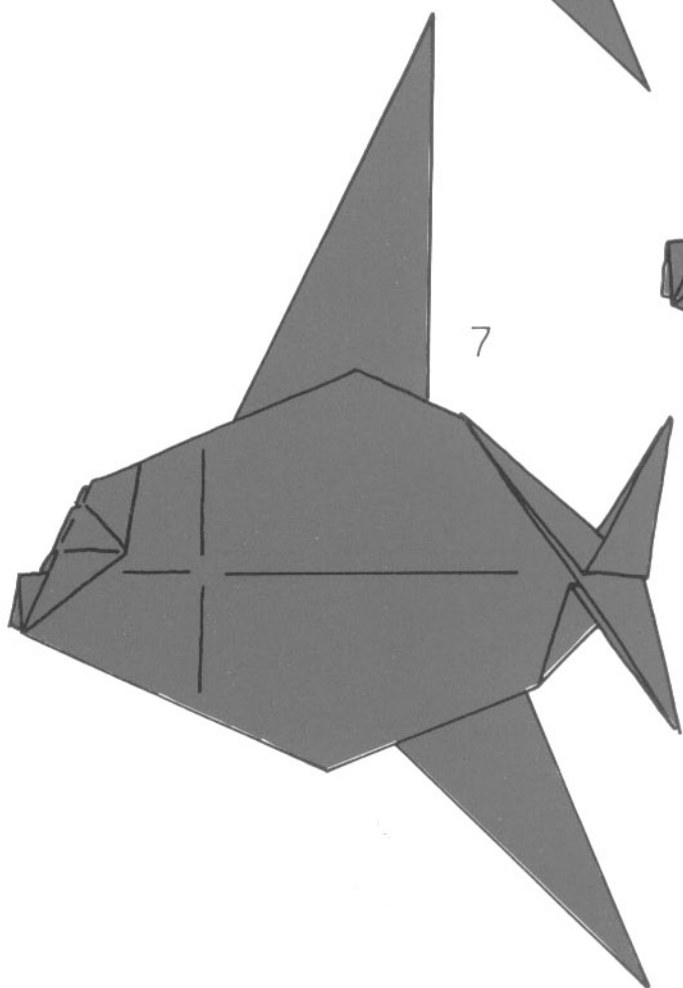
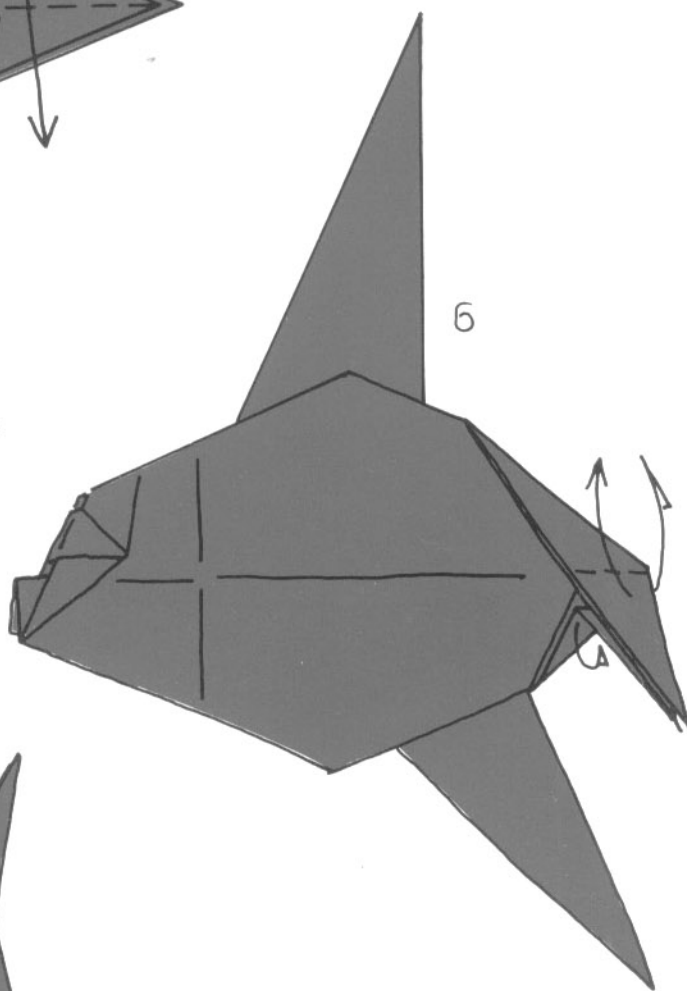
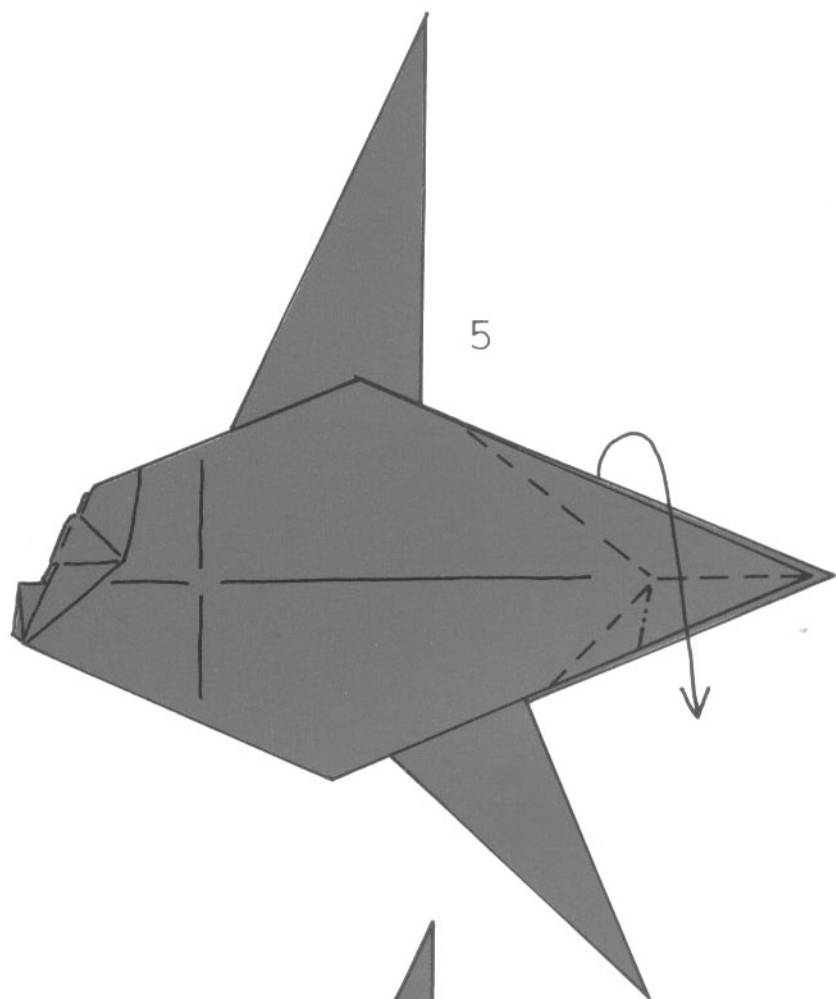
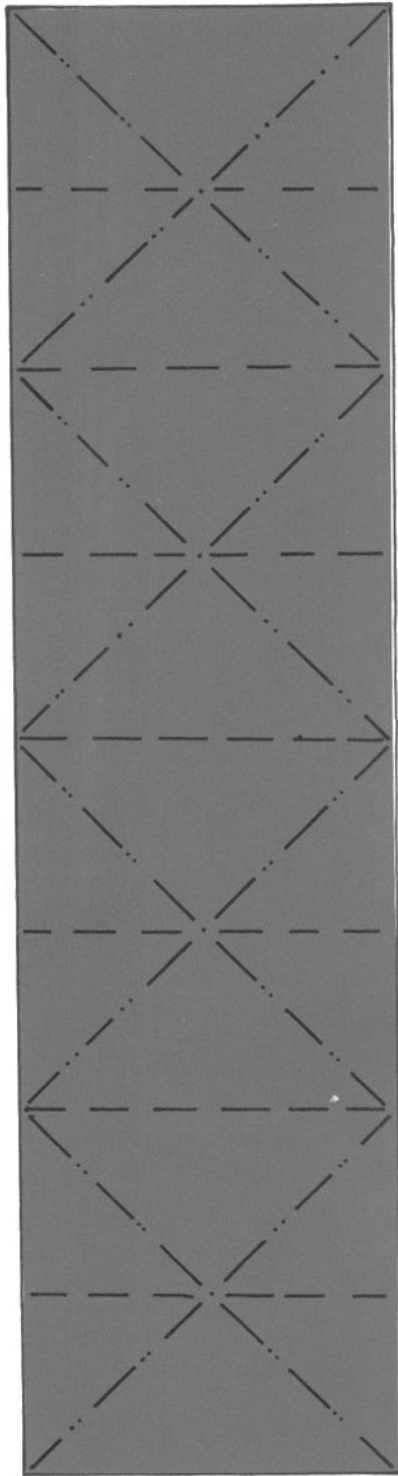
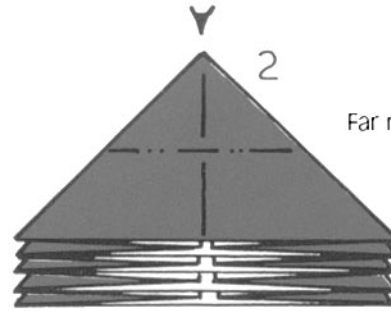

1
Iniziare dalla fig. 10 del modello precedente
2
3
4
Sollevare il lembo del fianco senza schiacciare
5
Bloccare la coda come nel modello precedente e riabbassare
6

LA SARDINA

9
Piegare a valle alzando
allo stesso tempo la
punta che si trova dietro
1/4
10
11
12
1
2
13
1/4
14

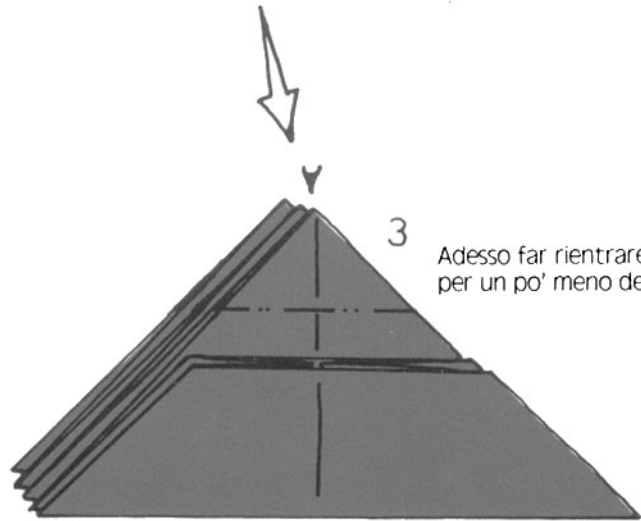
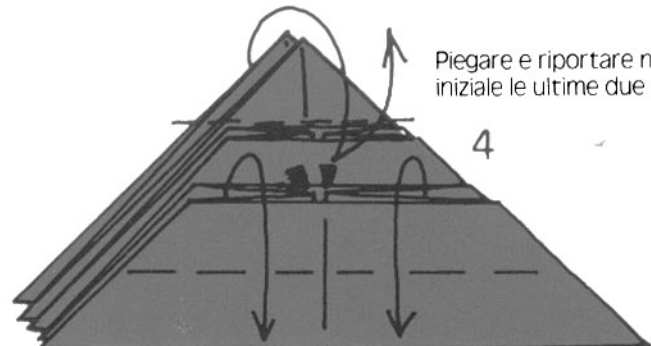
15
16
17
18

IL PESCE TROPICALE

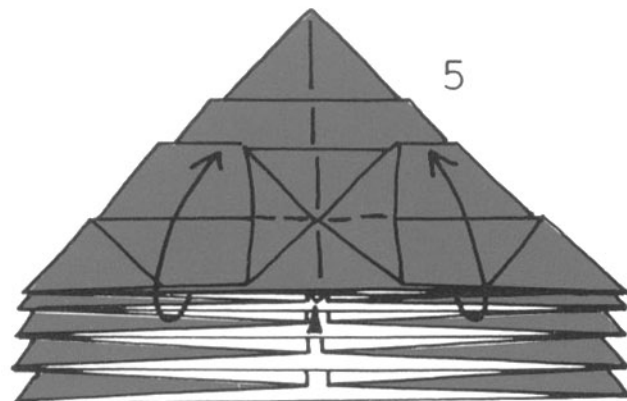
Iniziare con una base della gru con
tutte le punte in basso.
Vedere la fig. 5 di pag. 10

5
6
7

IL GRANCHIO

1

Formare 4 basi triangolari

2

Far rientrare metà della prima punta

3

Adesso far rientrare la seconda punta per un po' meno della metà

Piegare e riportare nella posizione iniziale le ultime due punte

4

5

Piegare a valle e schiacciare la punta interna

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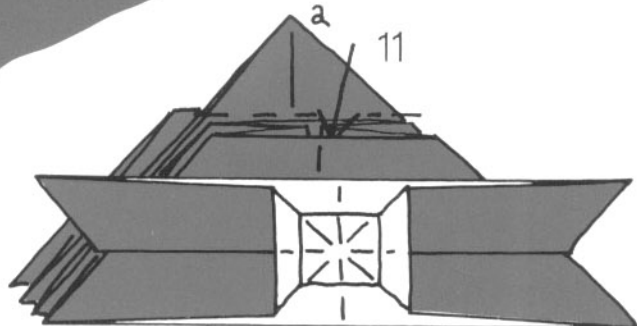
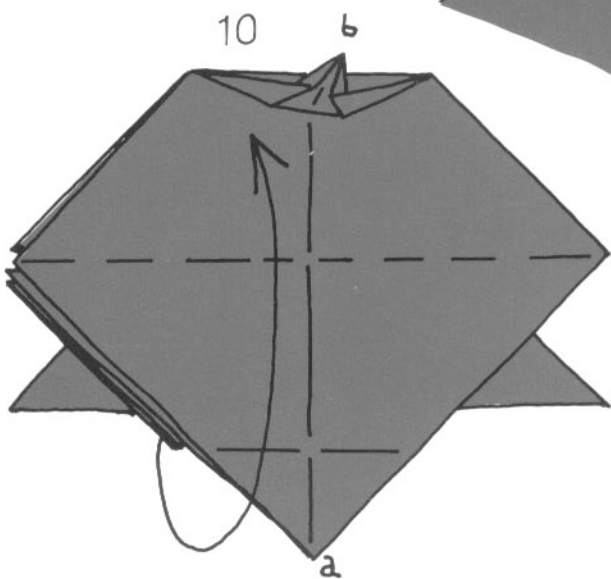
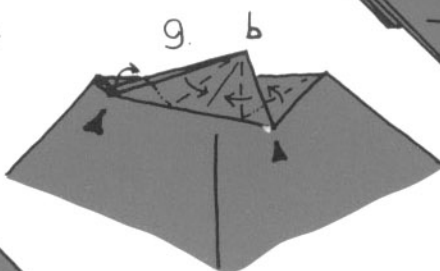
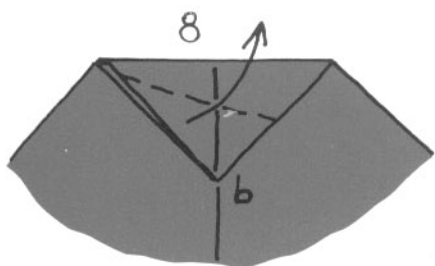
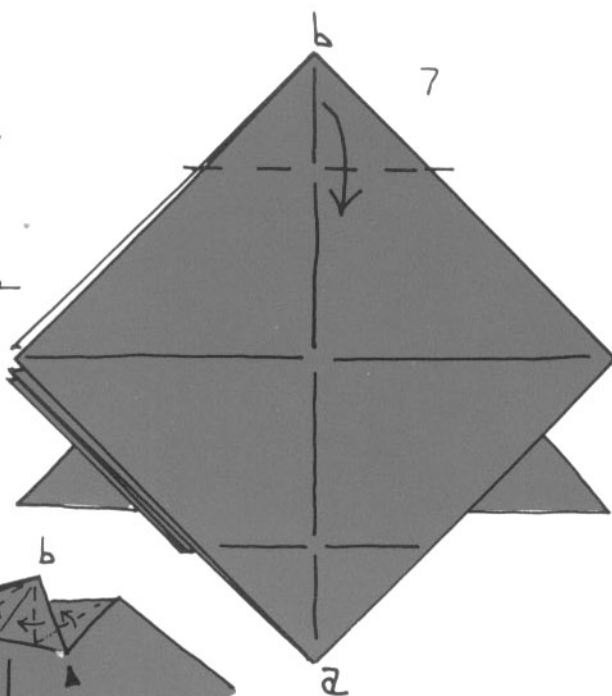
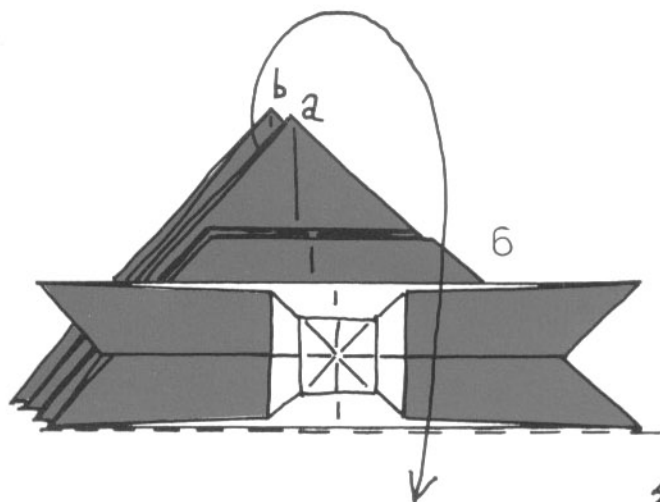
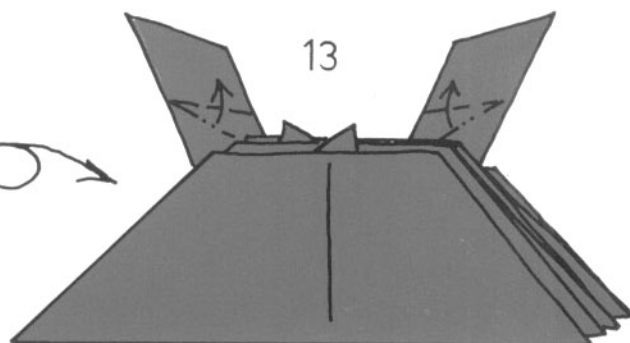
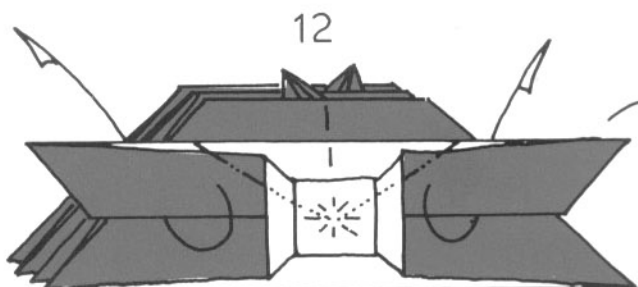
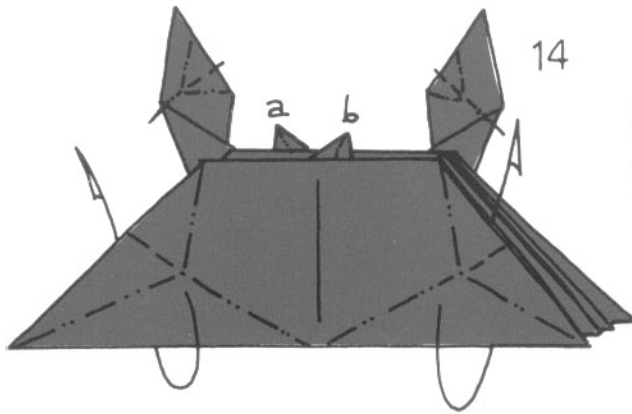
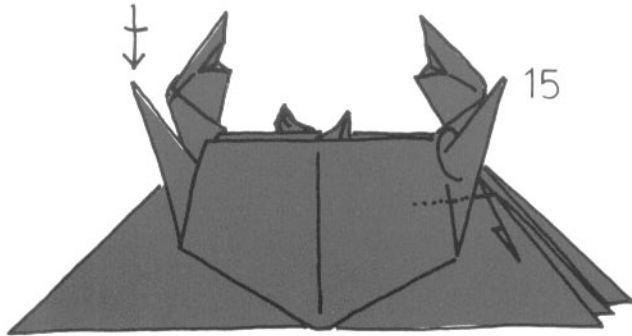
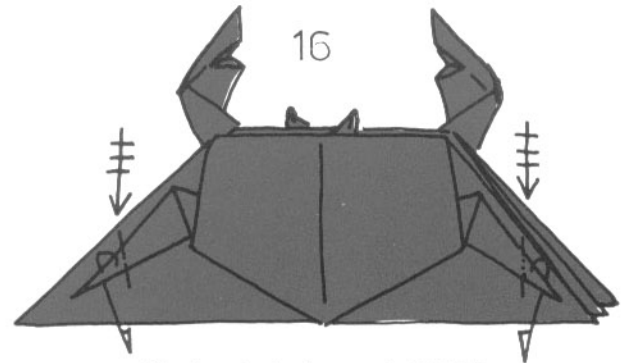
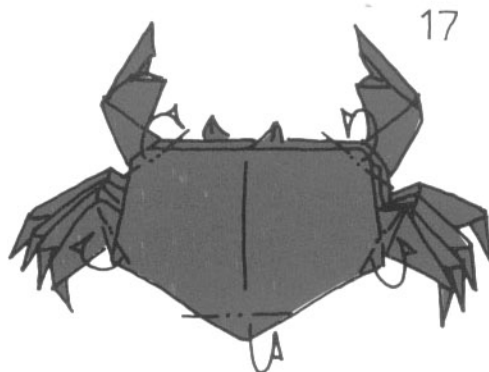
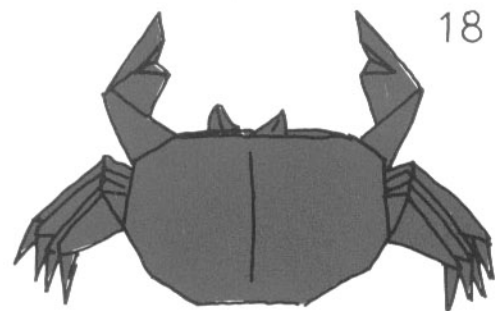
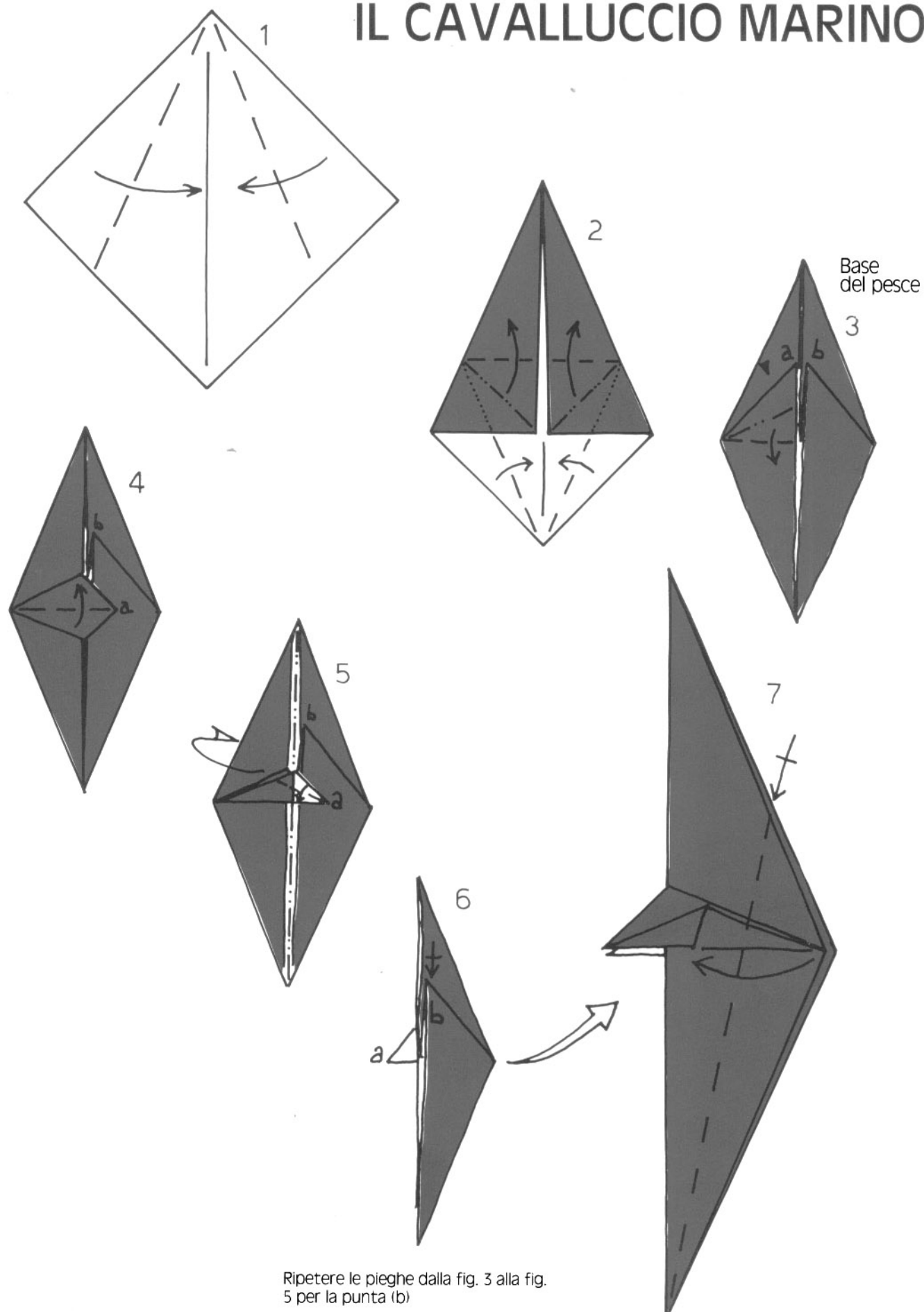

Ripetere per la punta (a) dalla fig. 7 alla fig. 10, dando una inclinazione al passaggio 8, verso sinistra anziché a destra, poi intascare dove indica la freccia

Pizzicare le punte (a) e (b) per formare gli occhi, piegare come segnato per formare le zampe e le chele

Ripetere le pieghe per formare le altre zampe

Arrotondare gli angoli del corpo

IL CAVALLUCCIO MARINO

Ripetere le pieghe dalla fig. 3 alla fig.
5 per la punta (b)

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IL GAMBERETTO

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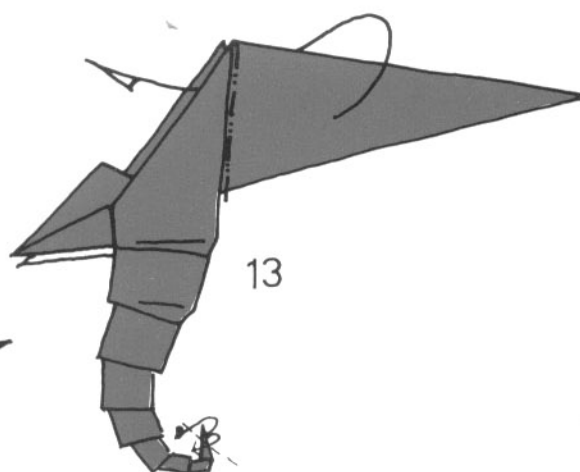
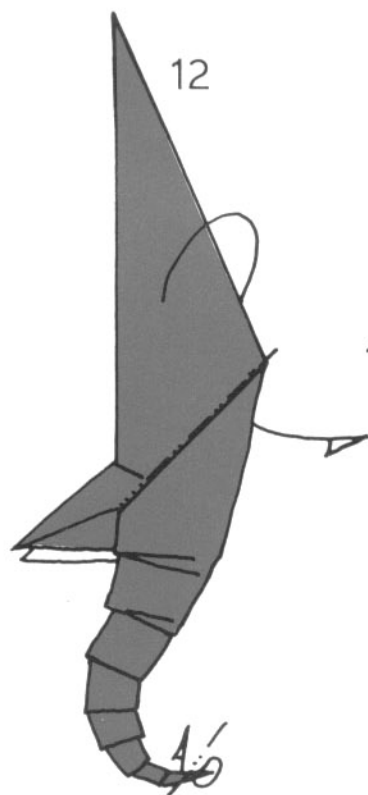
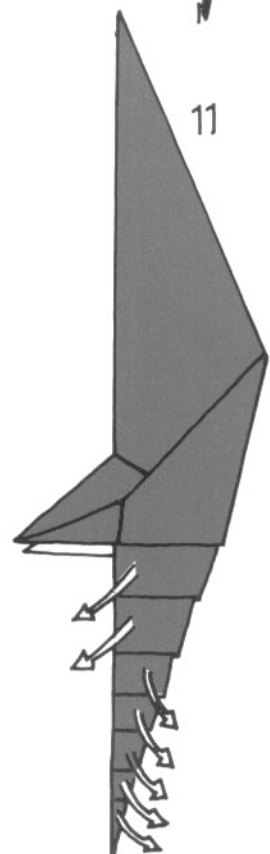
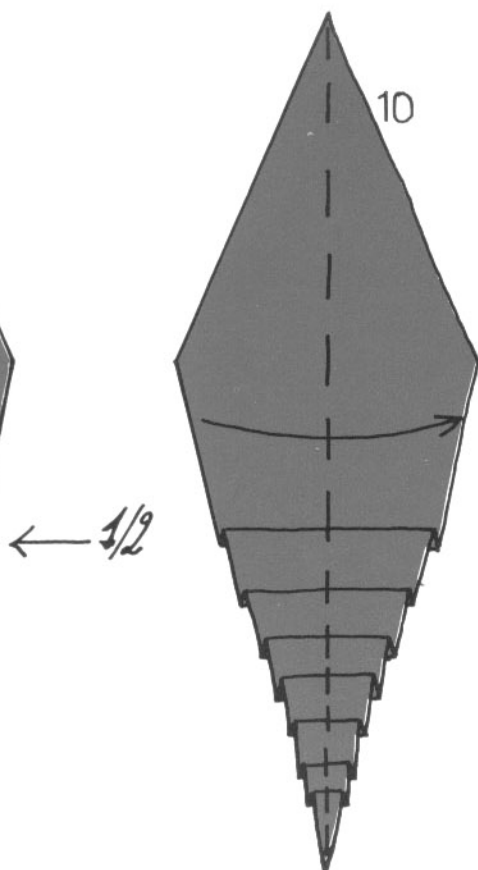
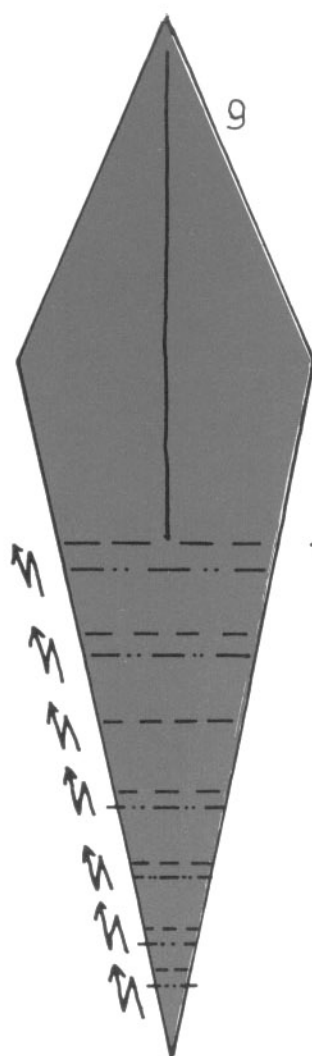
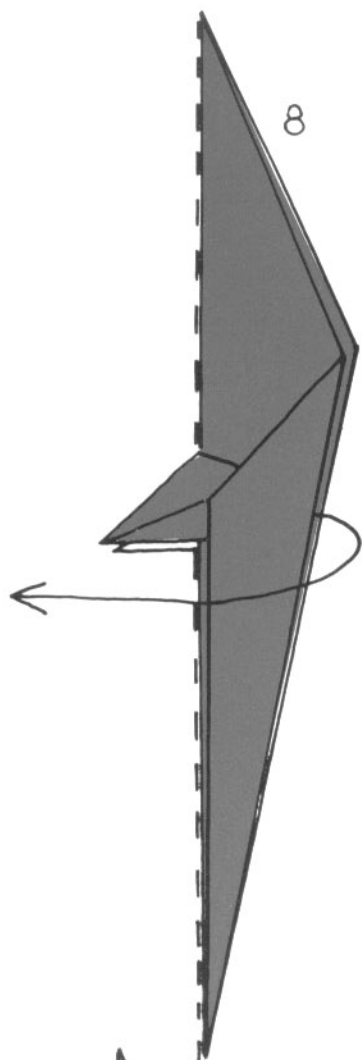
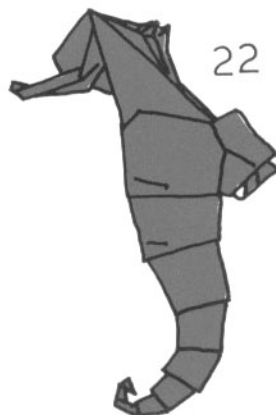
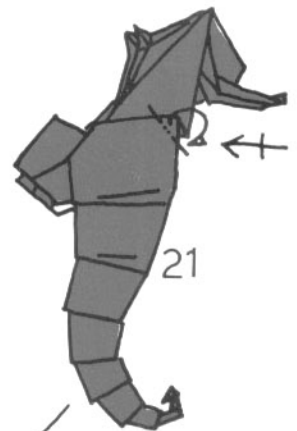
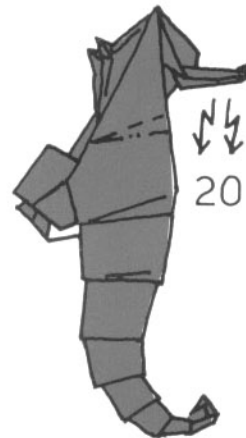
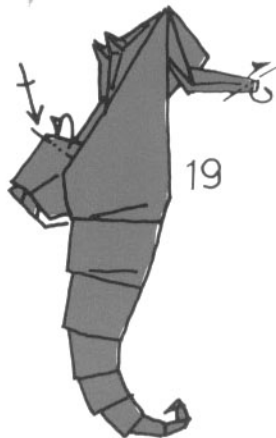
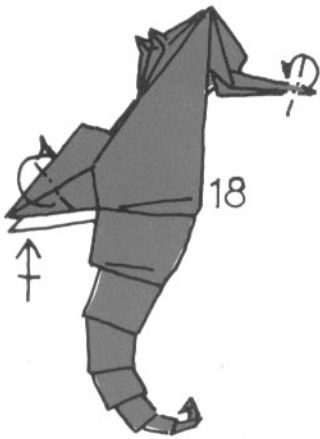
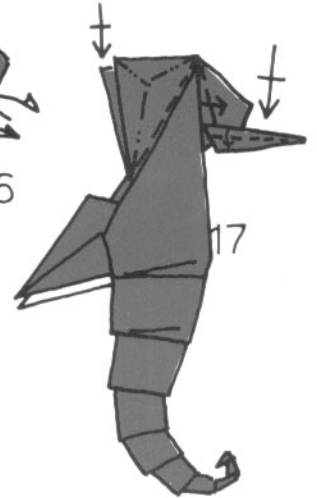
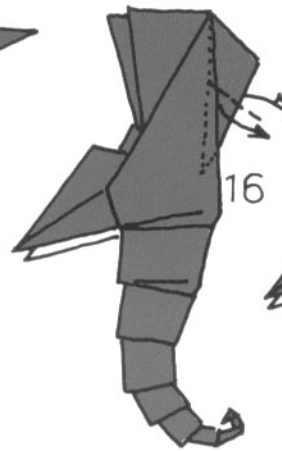
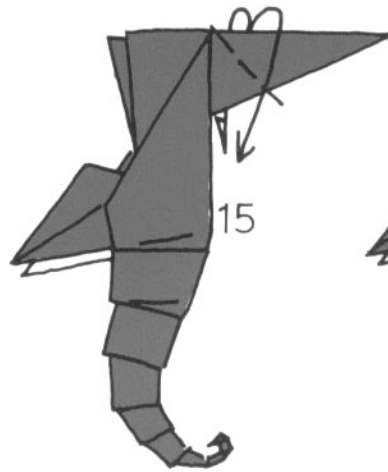
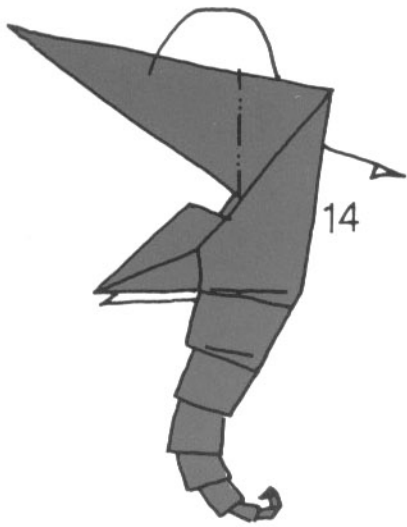
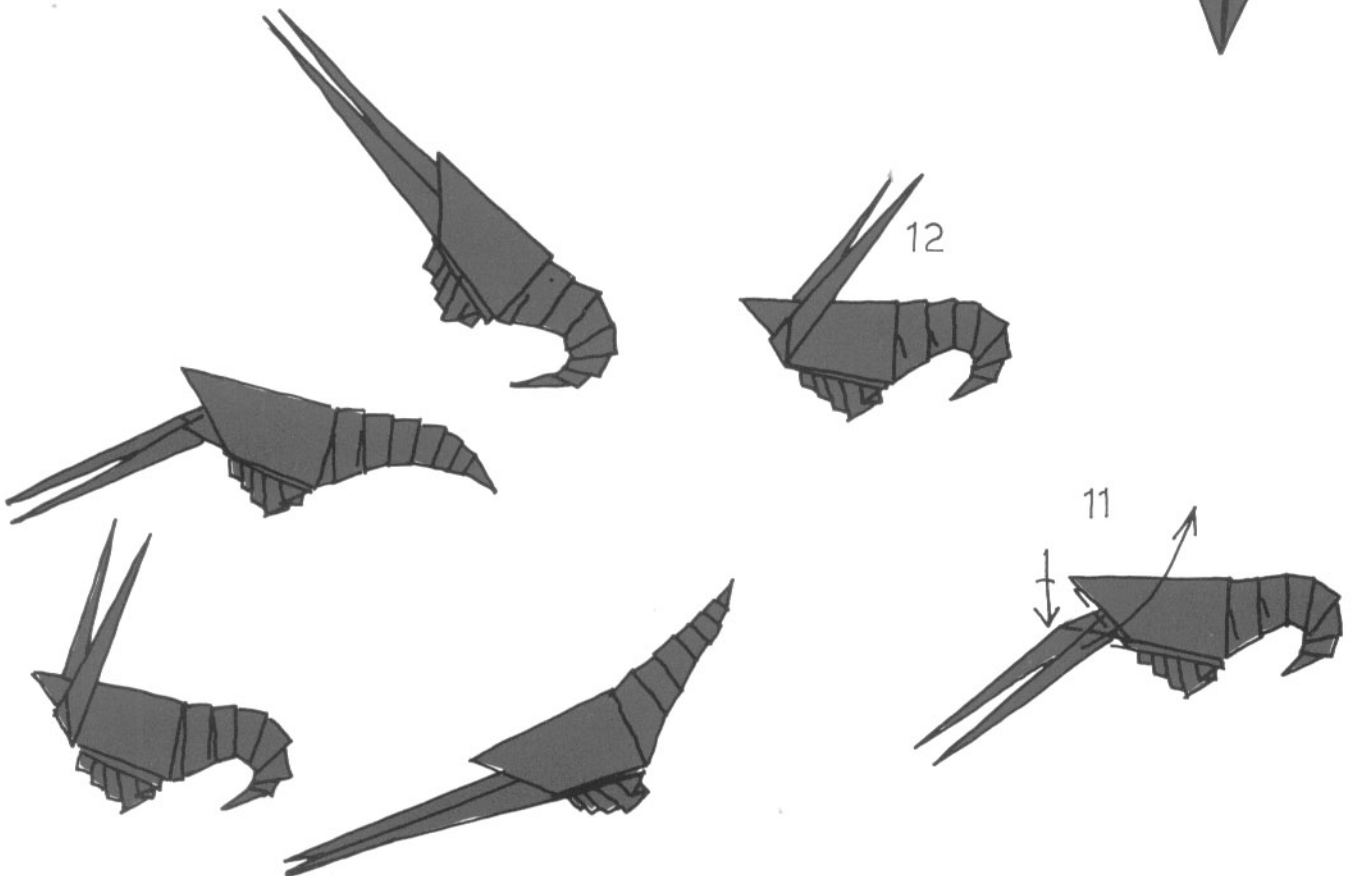
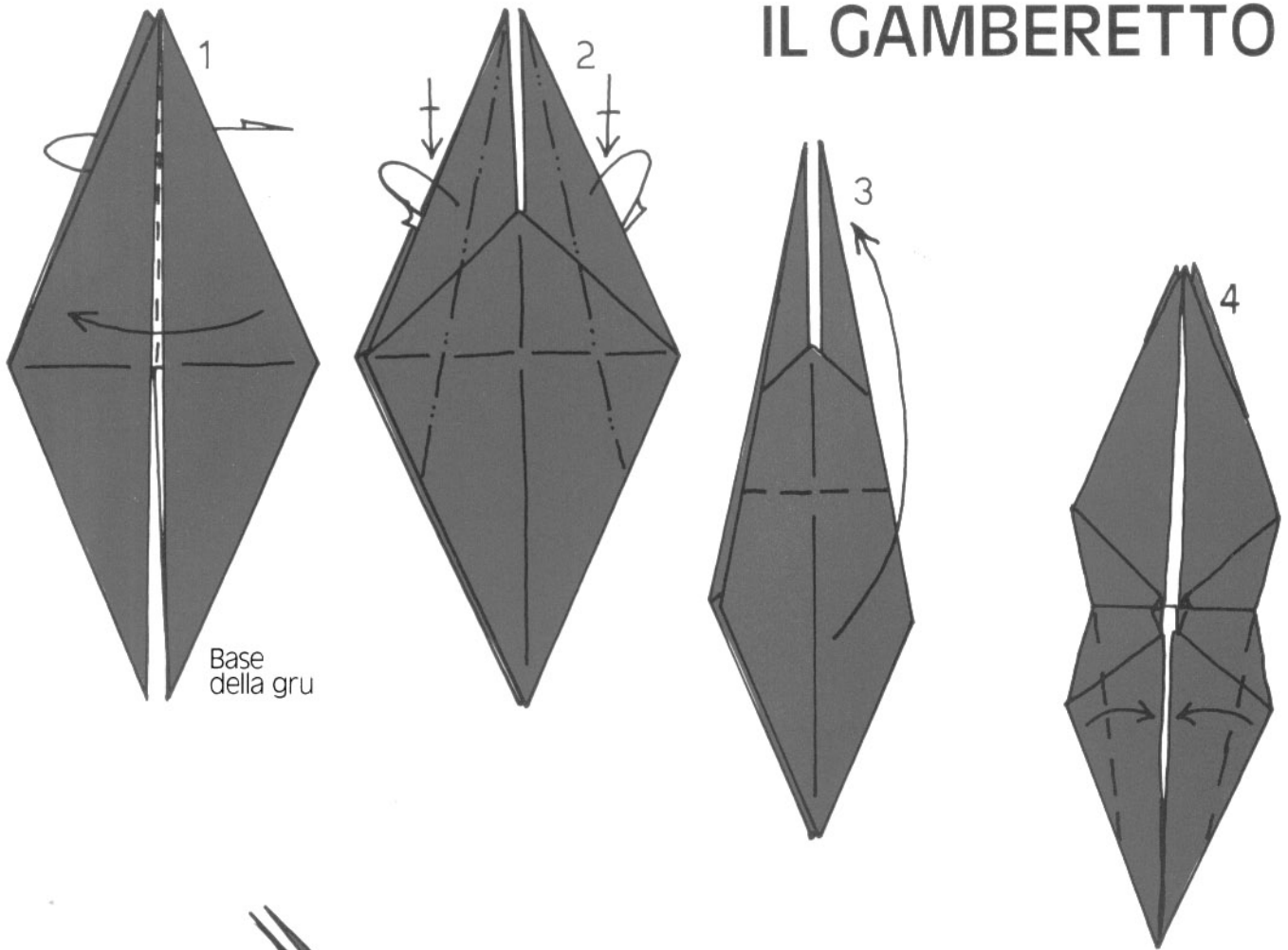
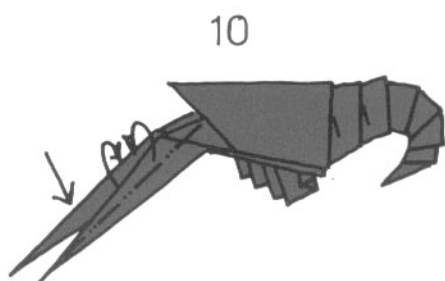
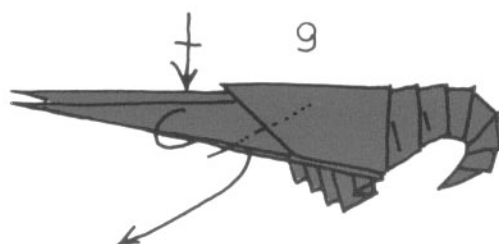
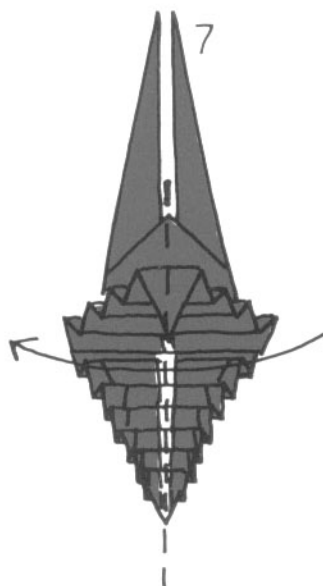
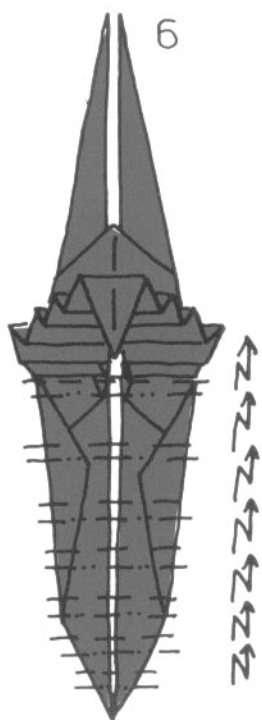
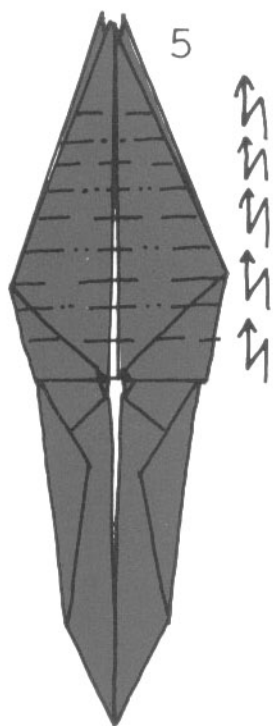
7

8

Tirare leggermente in giù
le zampette e dare al corpo
una forma arrotondante

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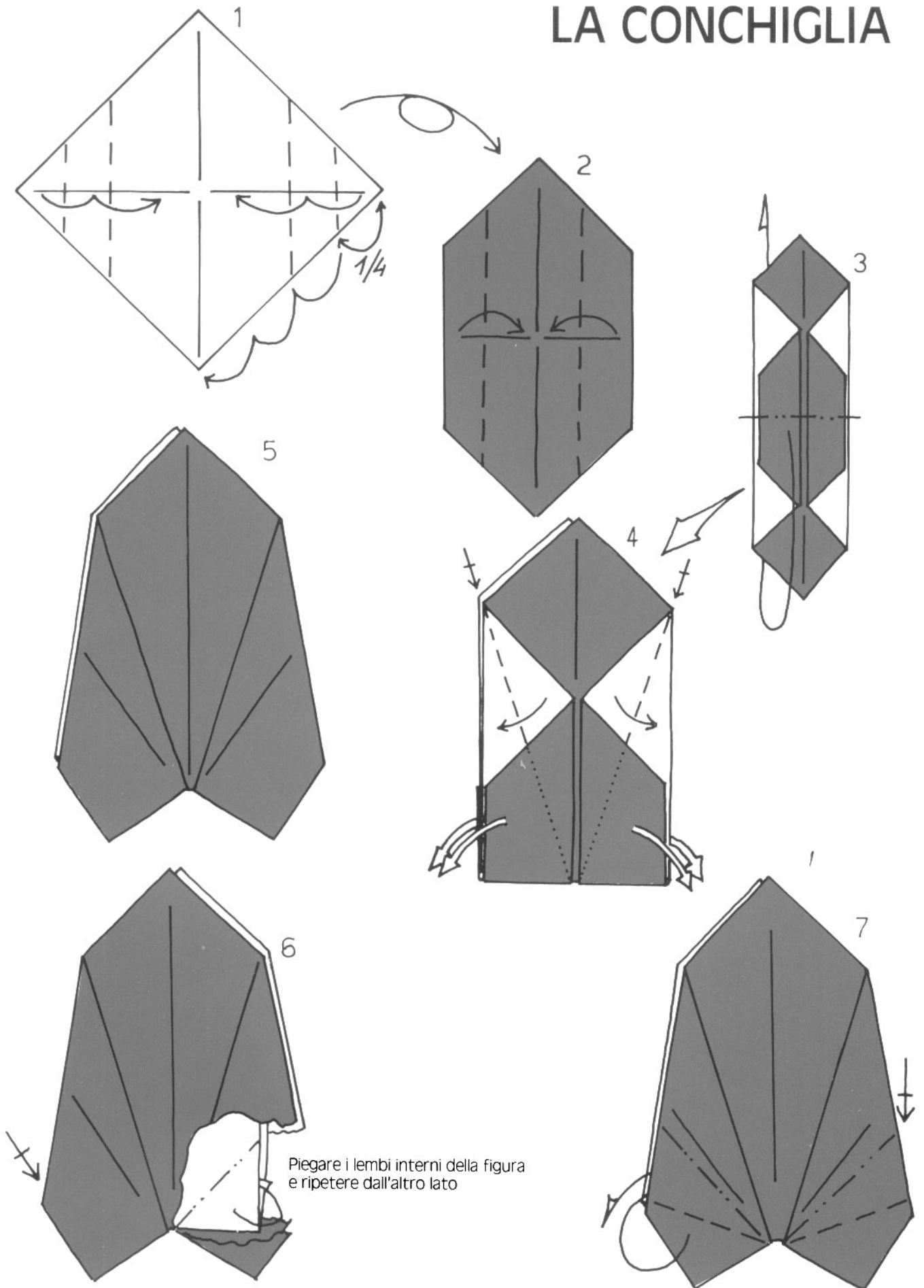
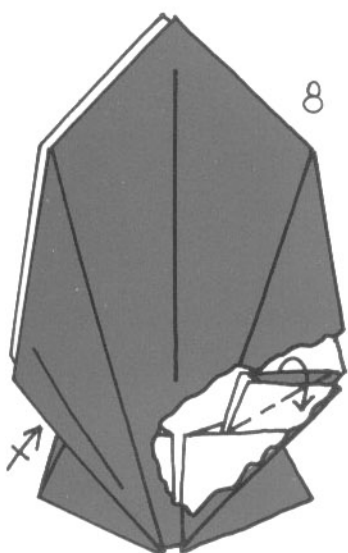
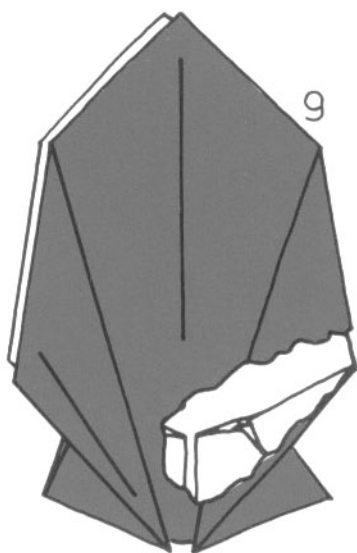
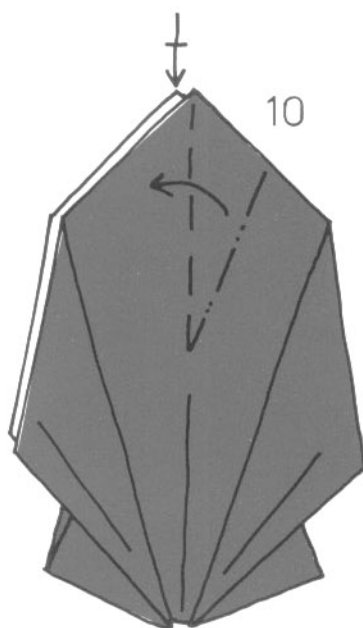
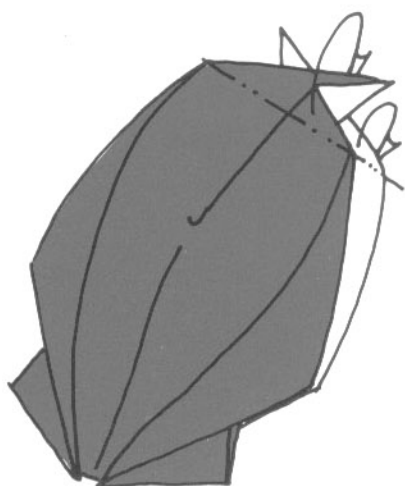
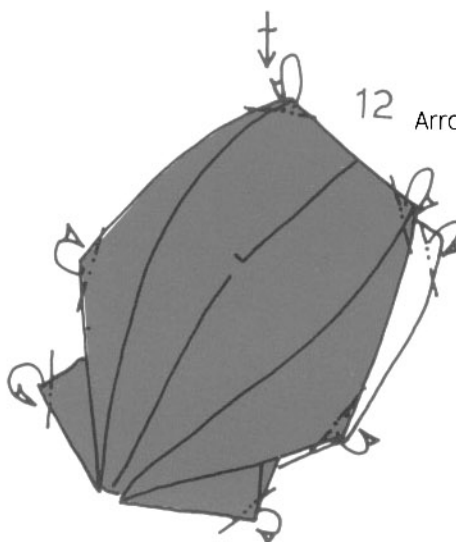
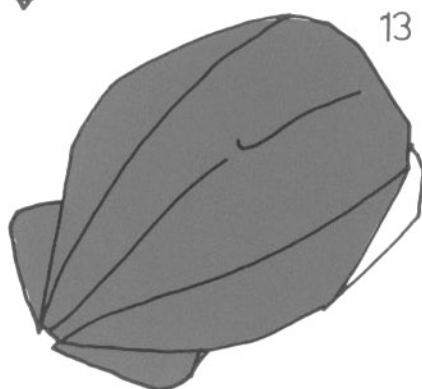
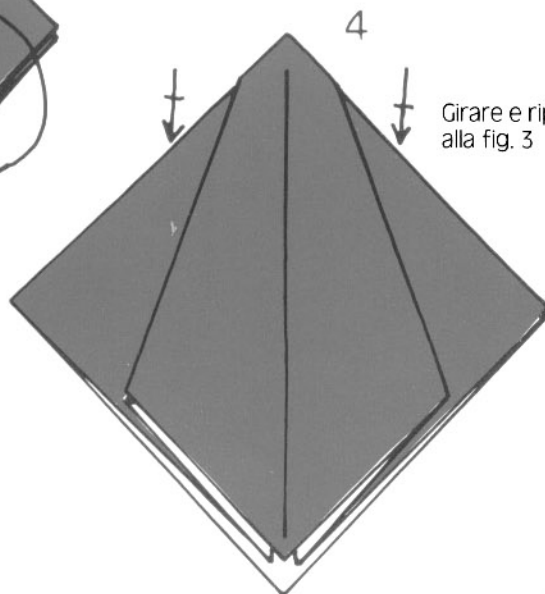
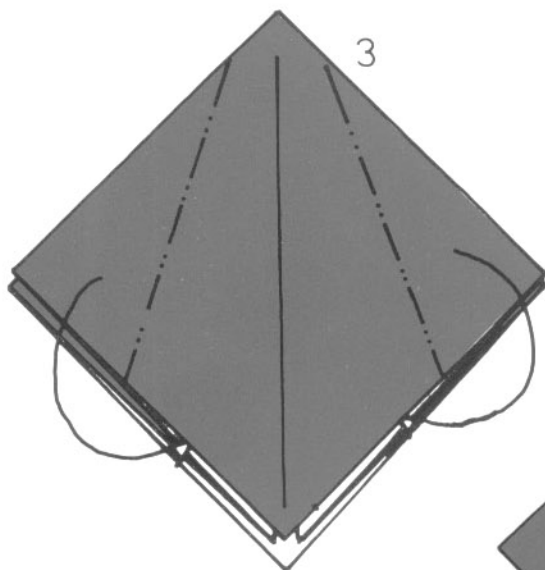
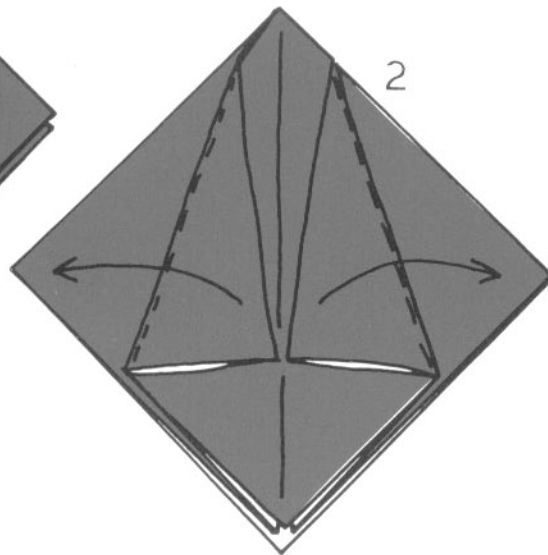
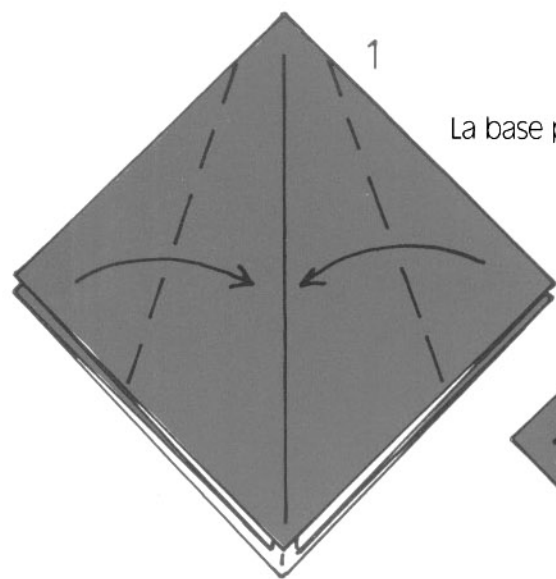
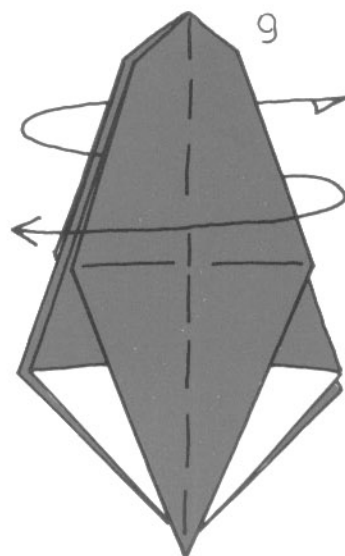
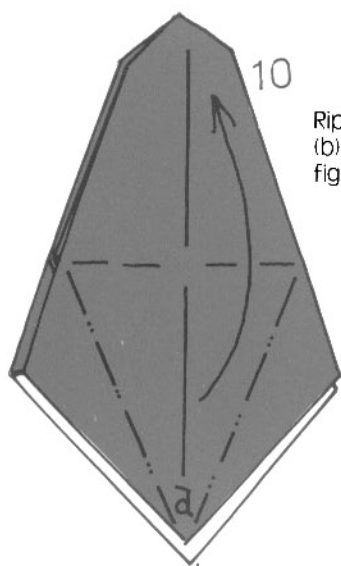
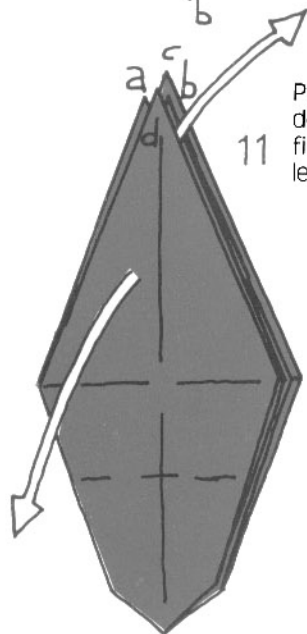
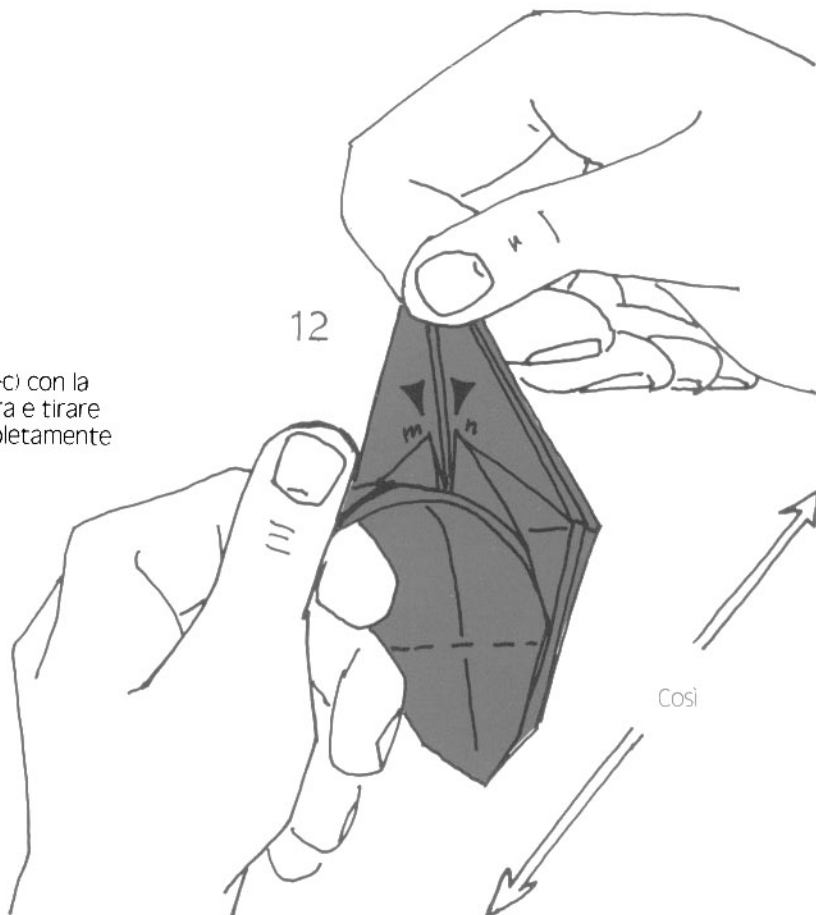
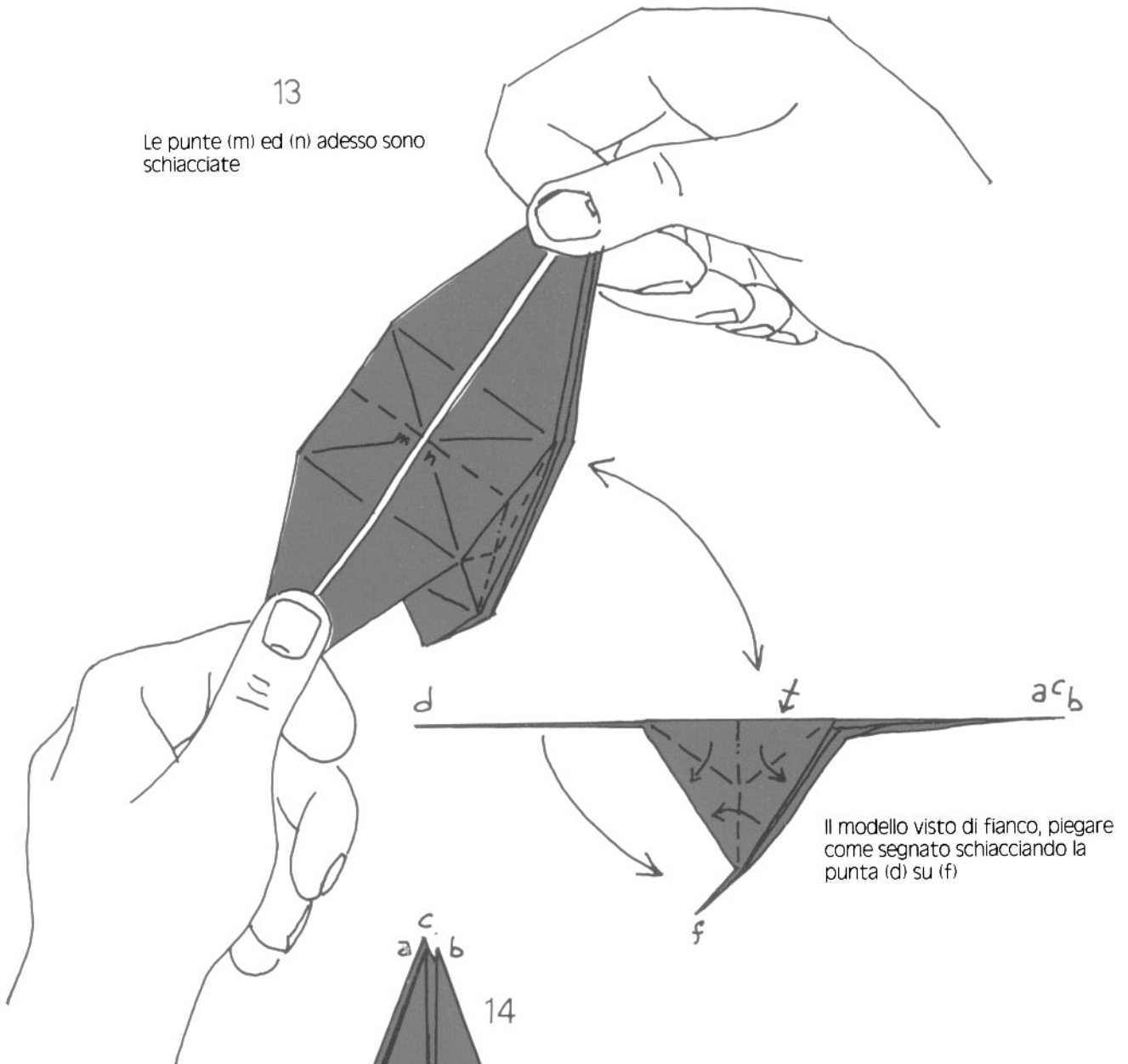
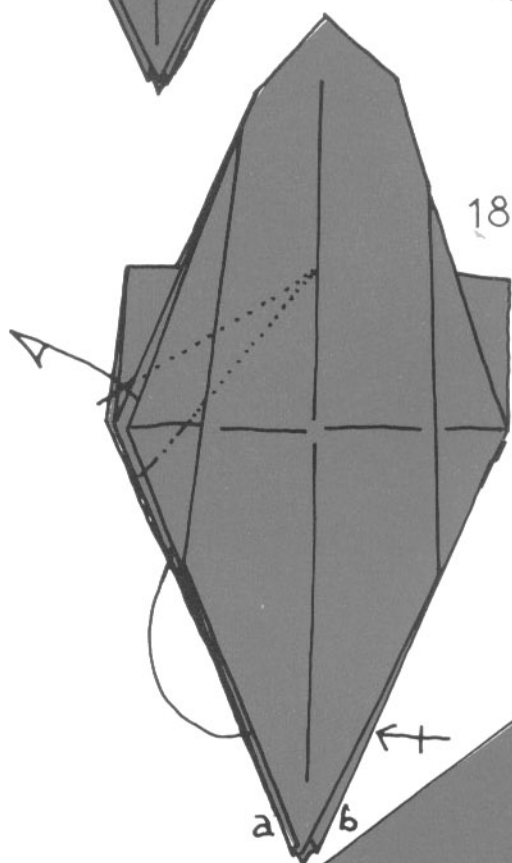
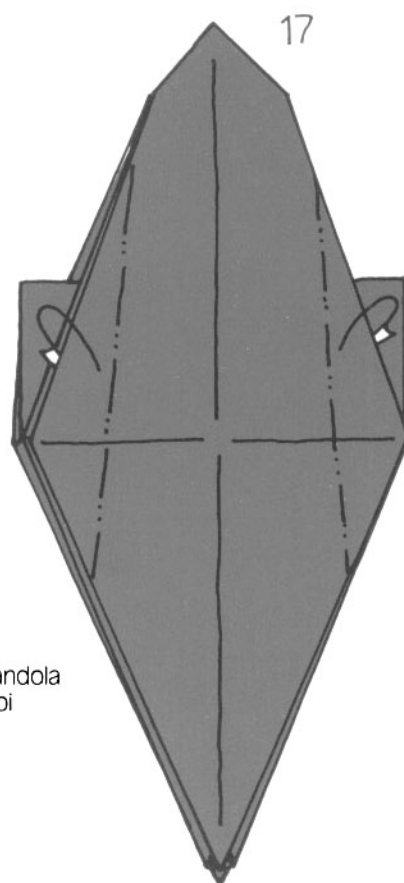
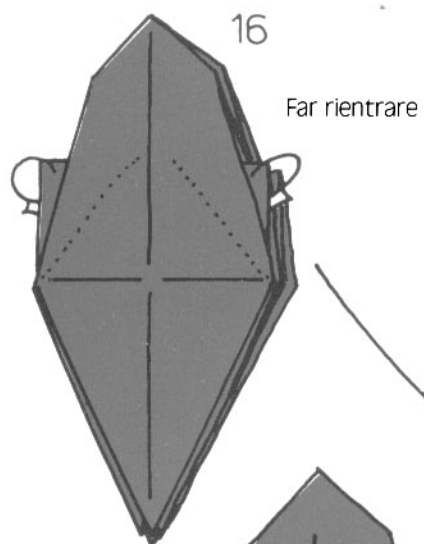
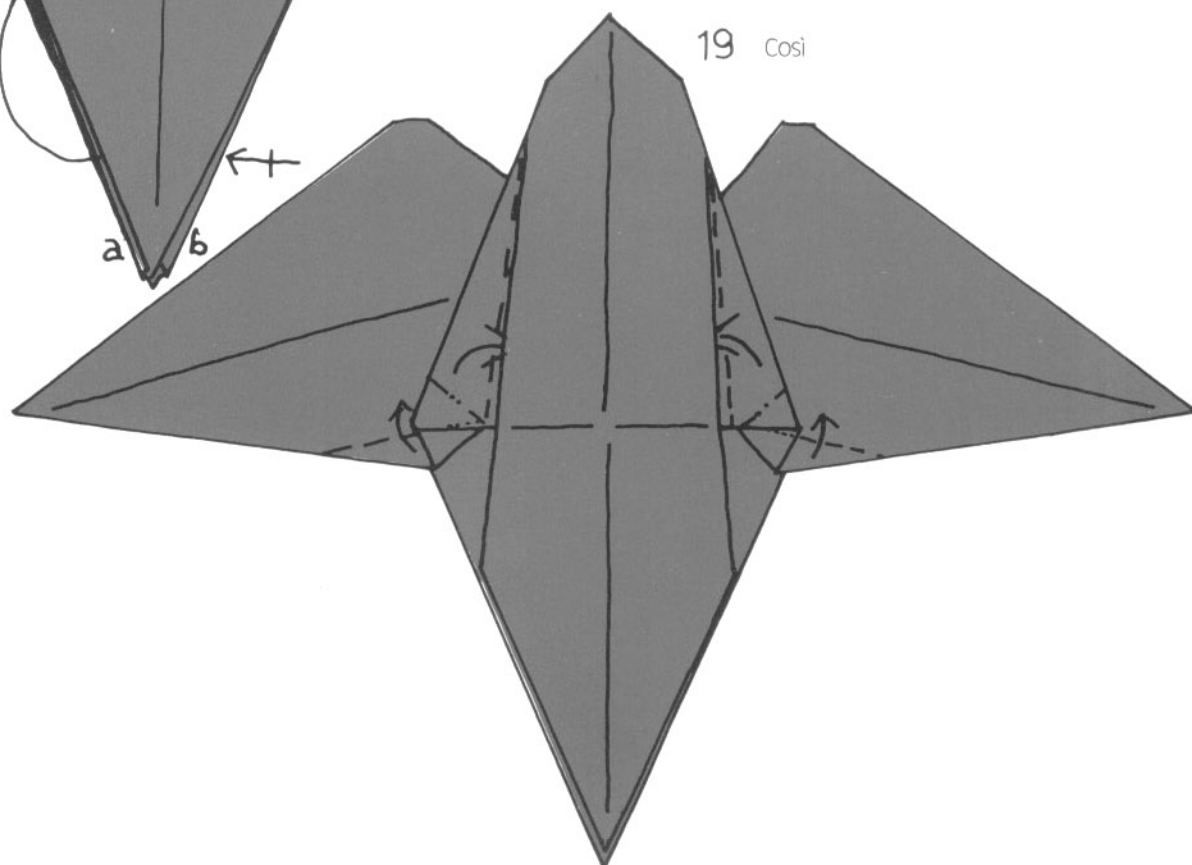
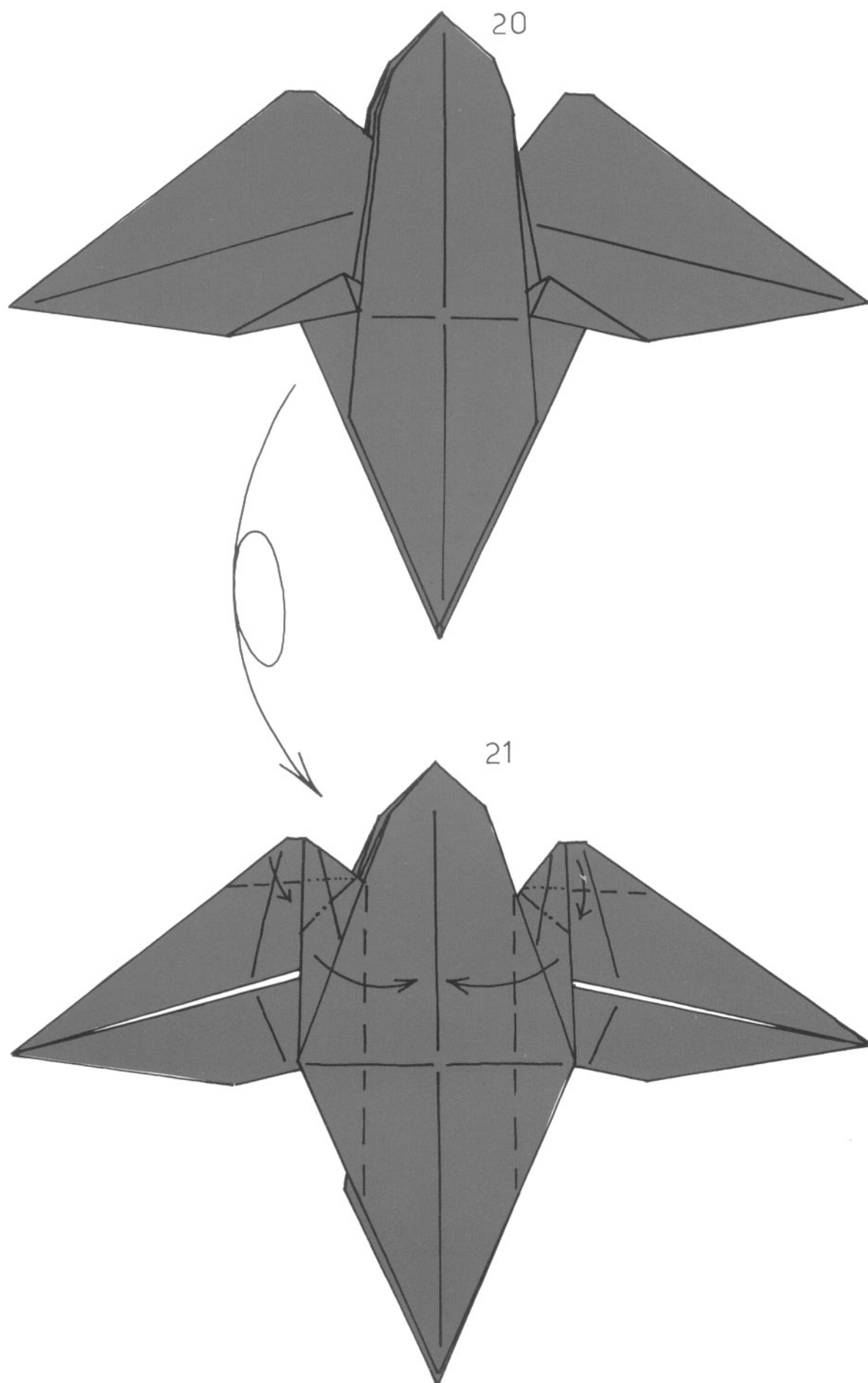
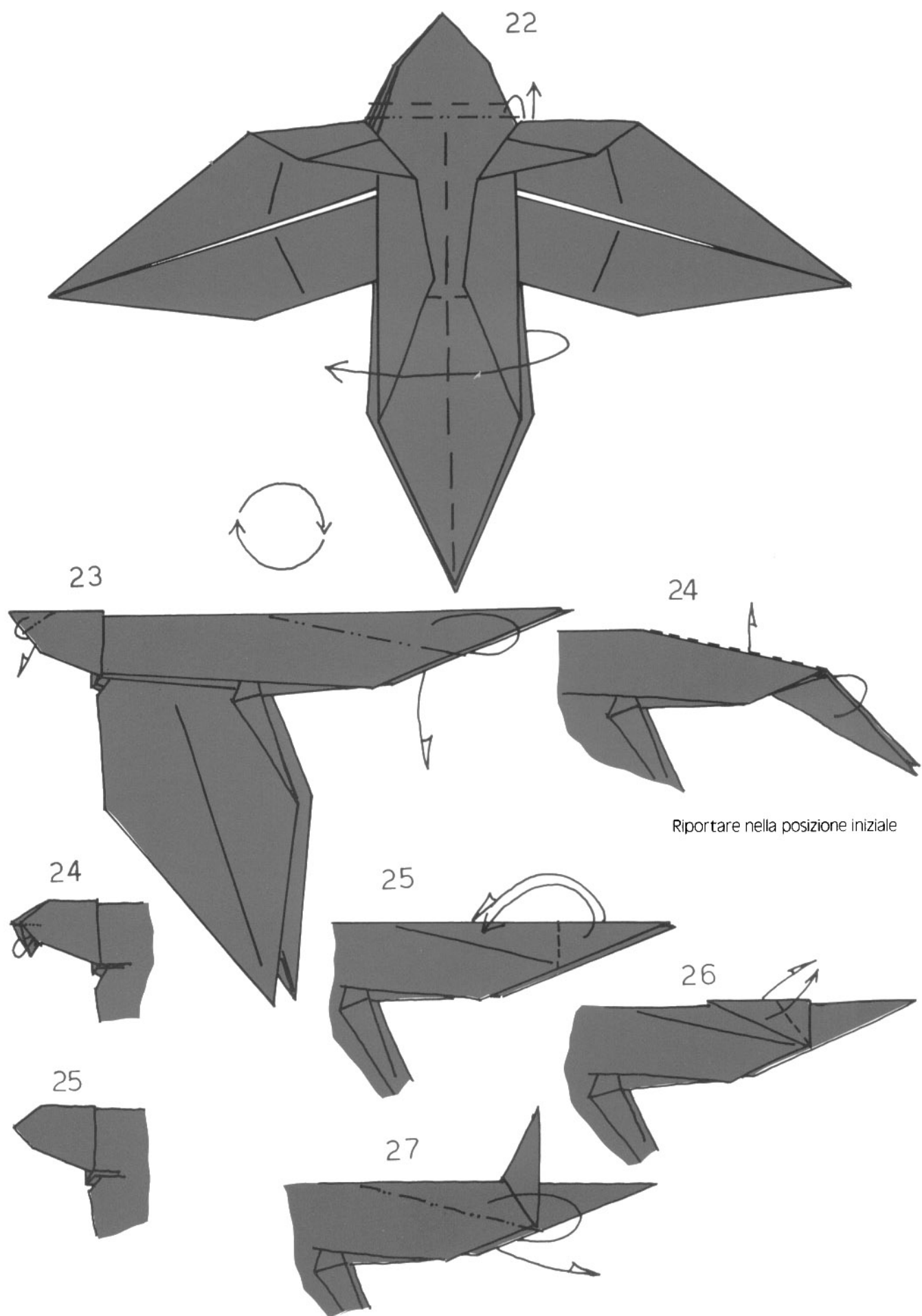
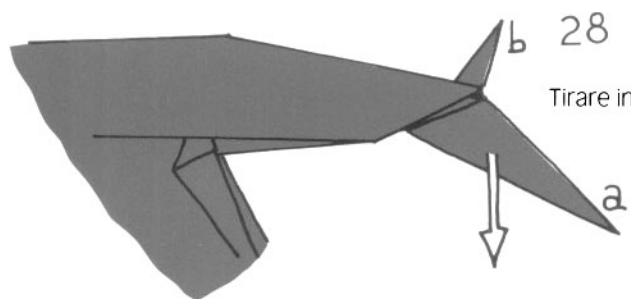
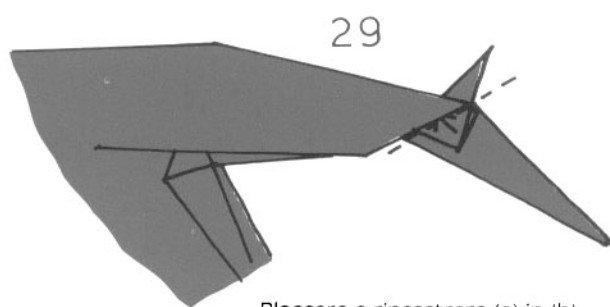
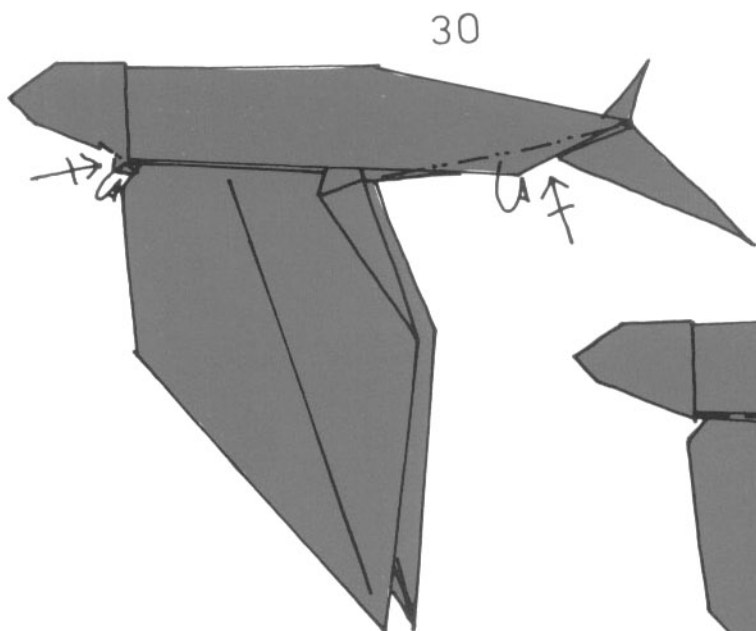
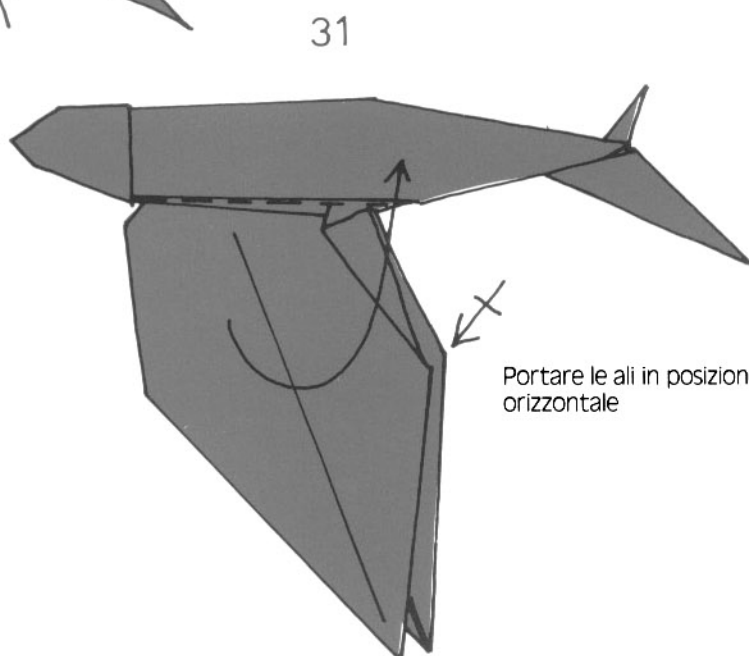
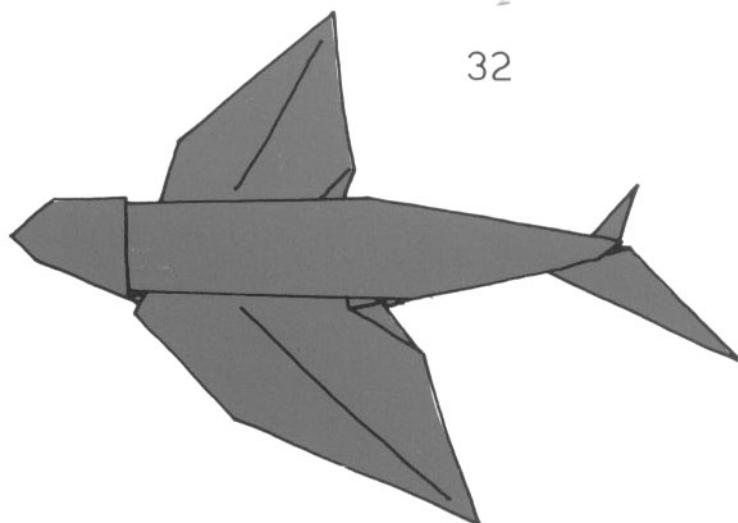
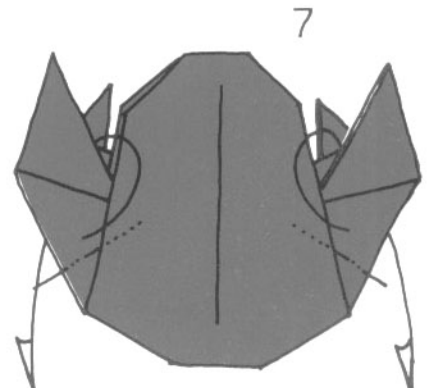
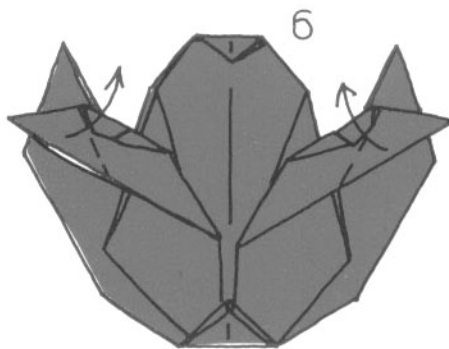
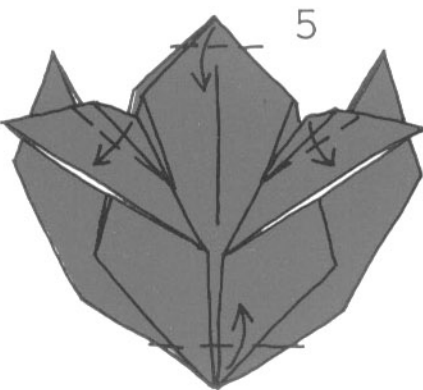
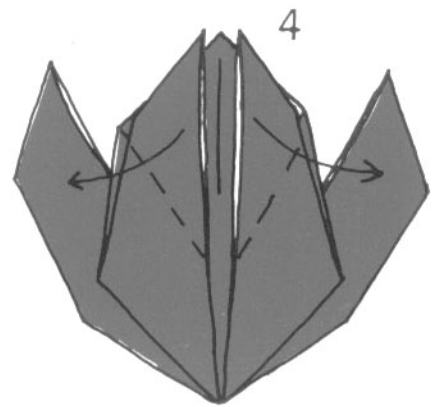
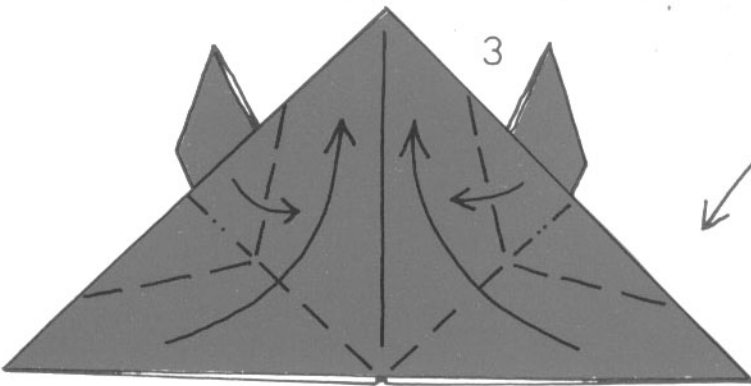
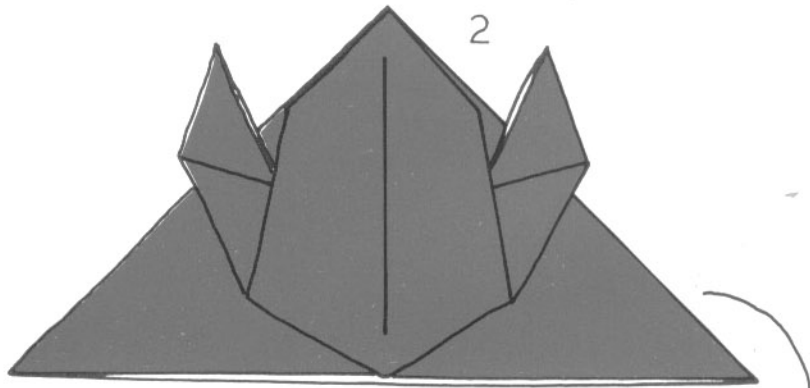
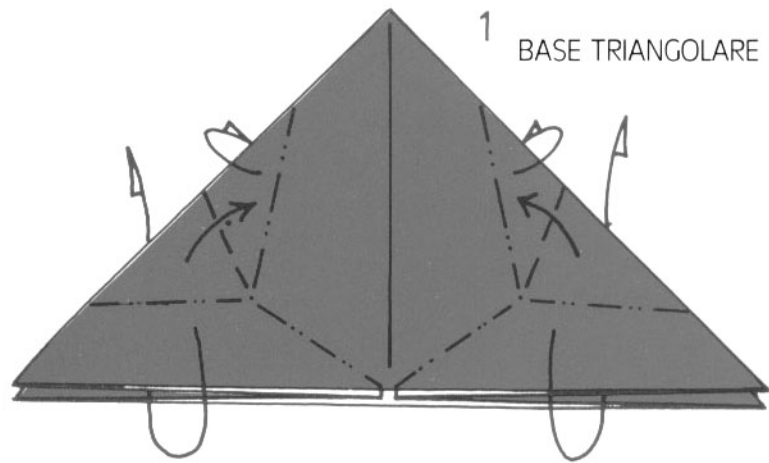
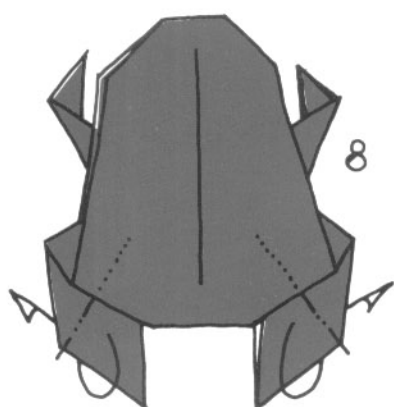
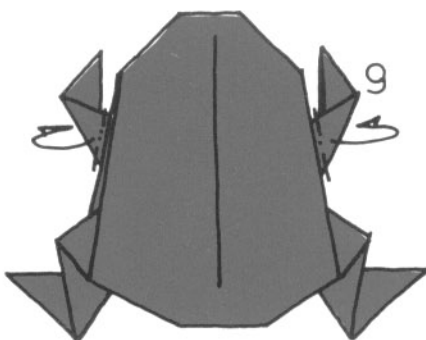
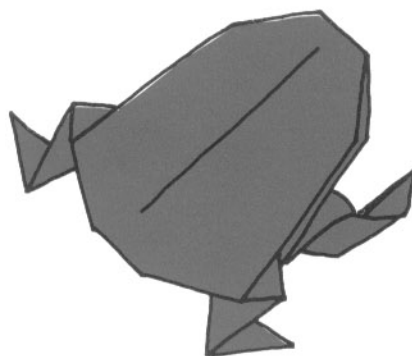
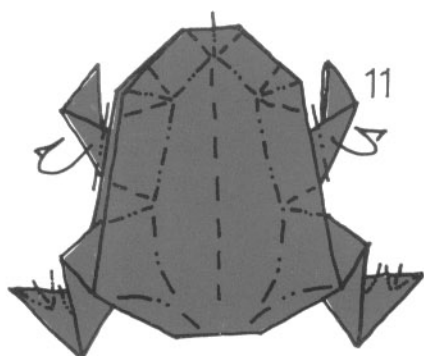
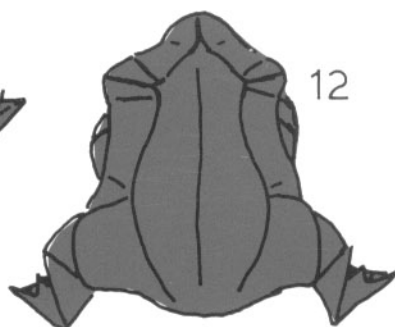
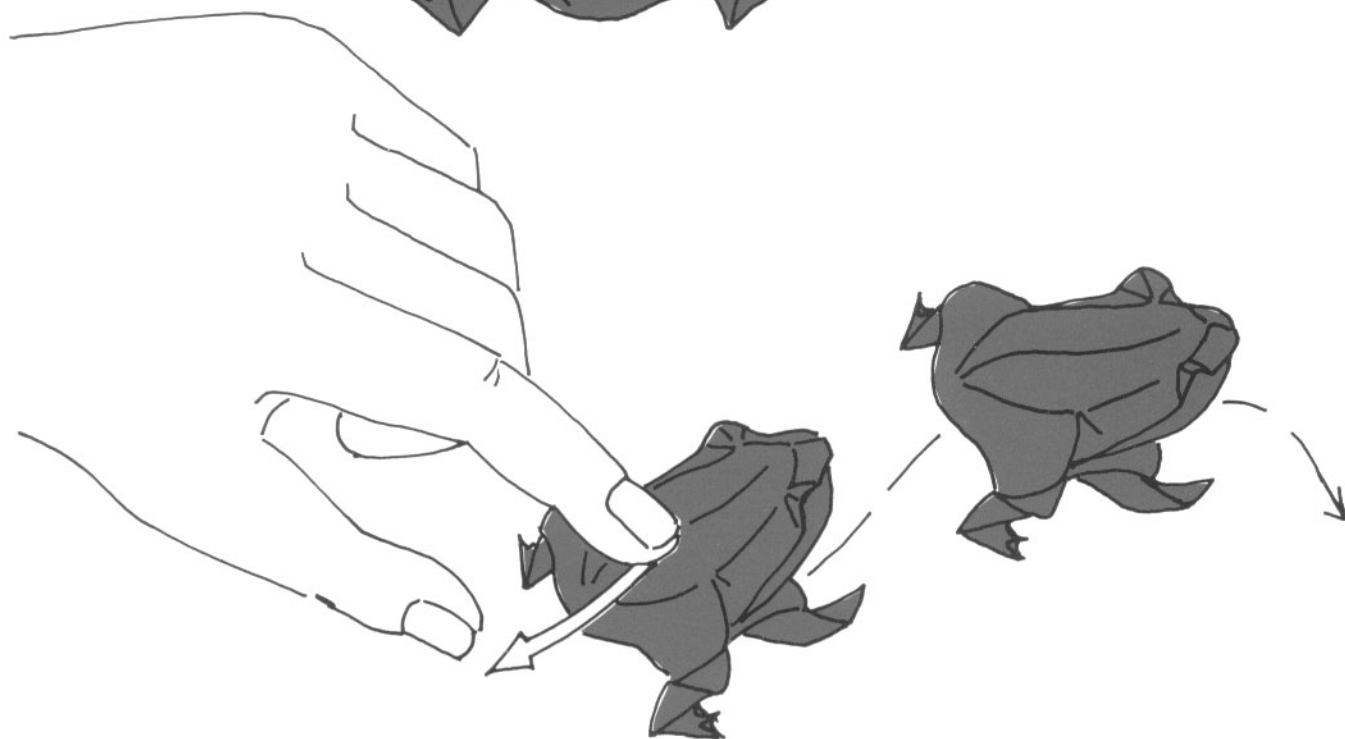
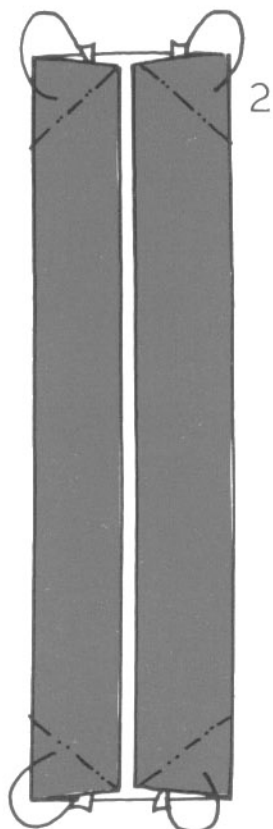
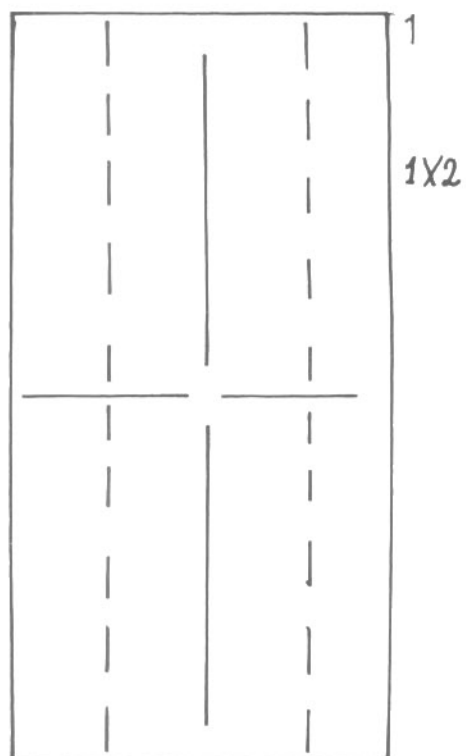
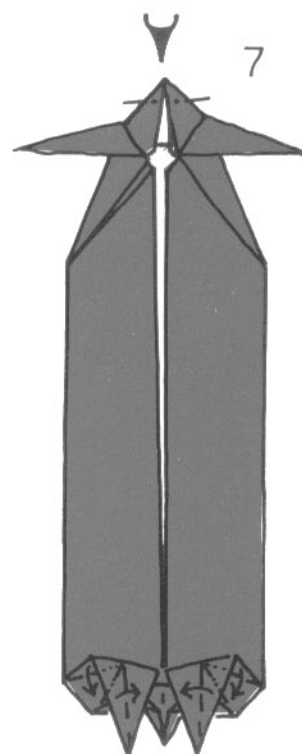
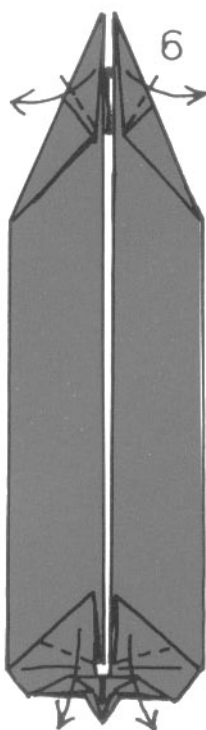
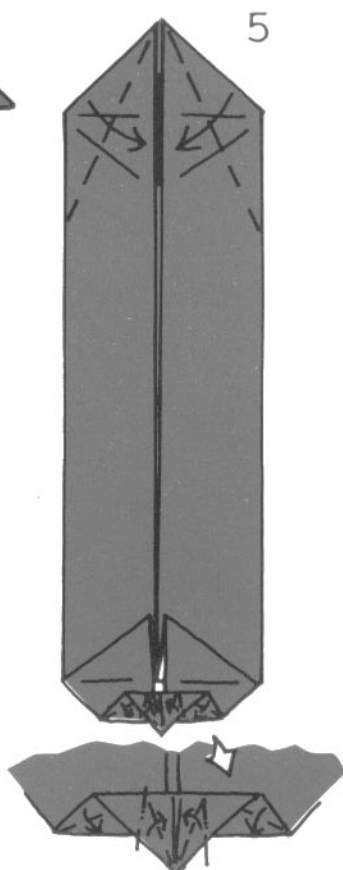
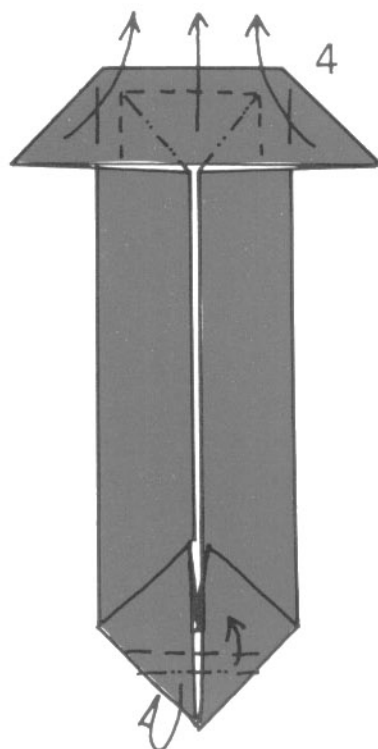
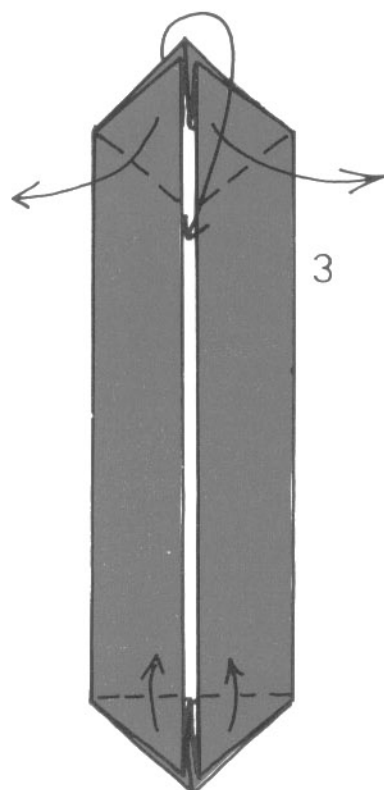
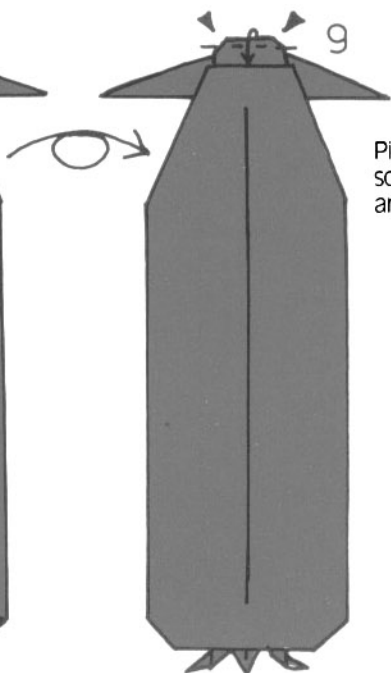
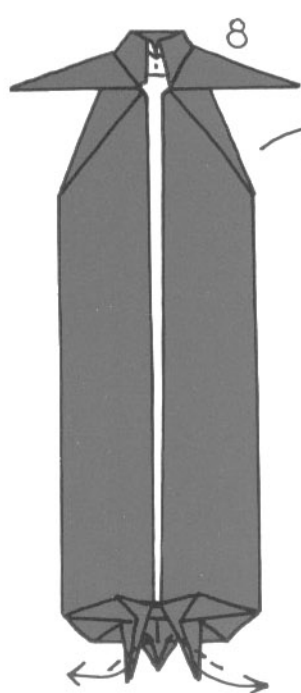
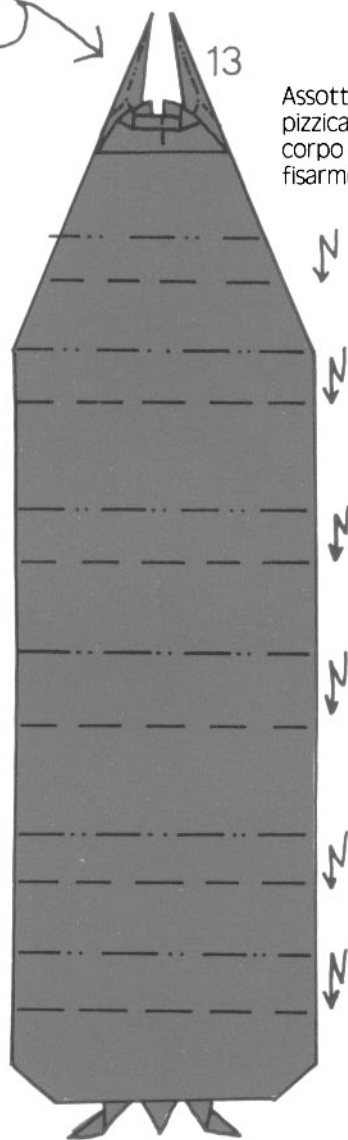
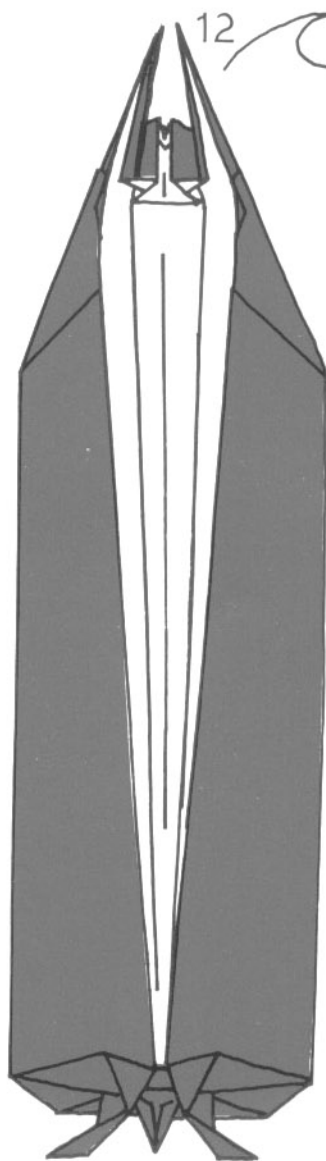
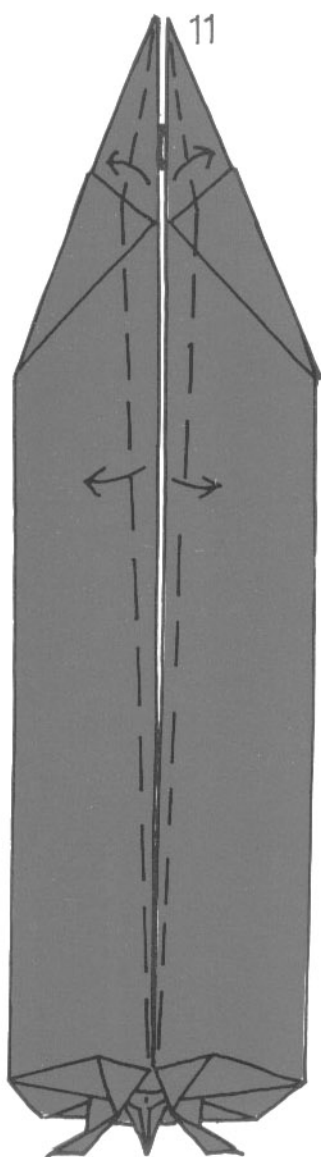
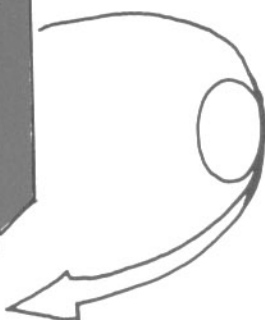
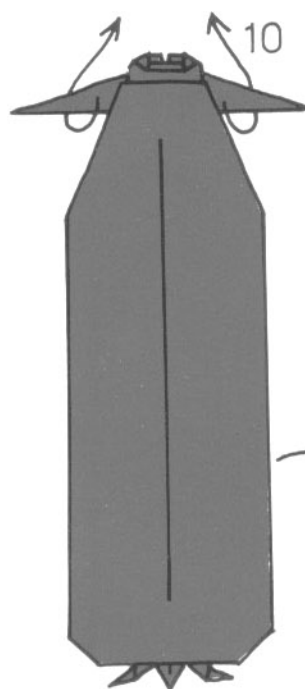
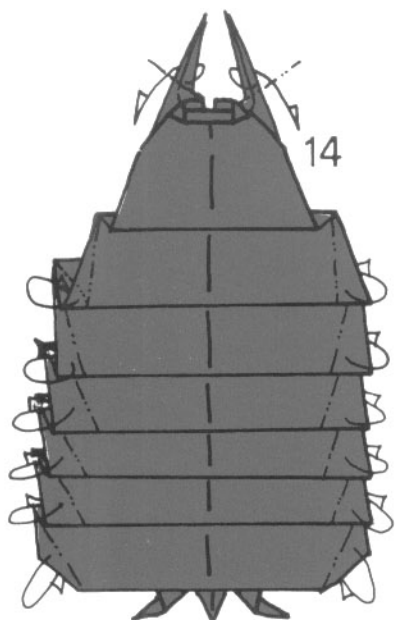
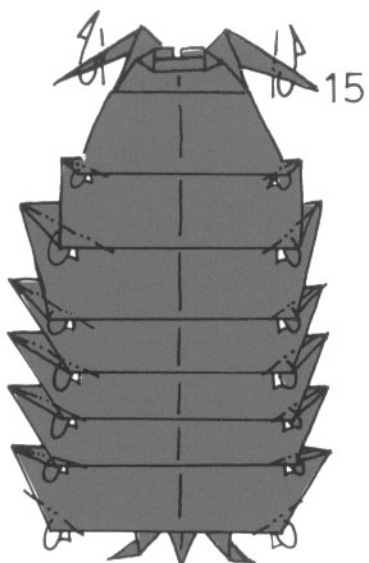
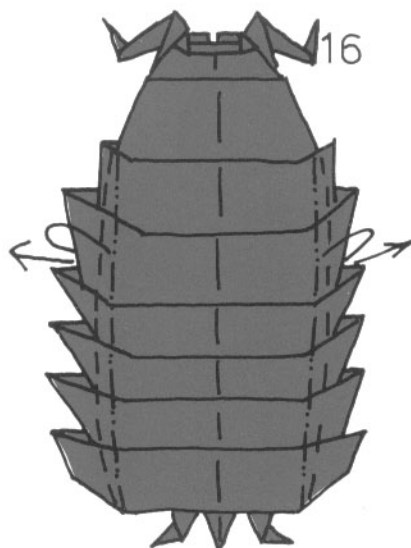
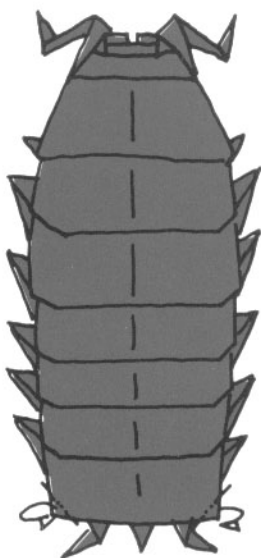
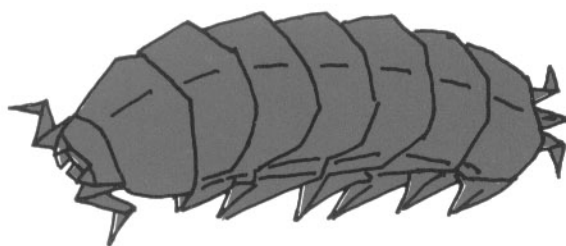
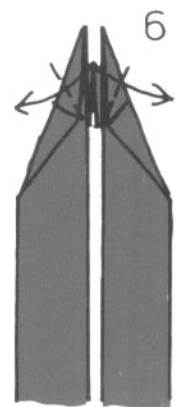
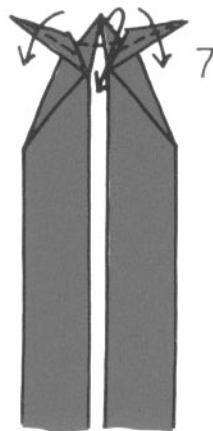
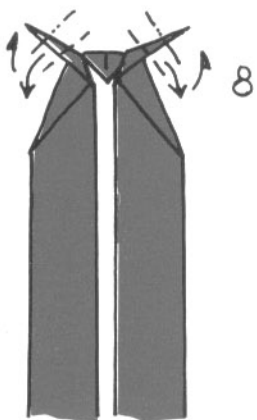
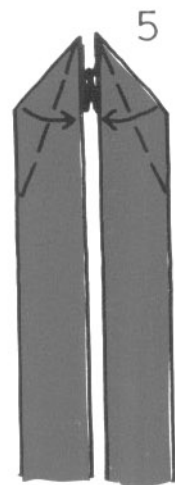
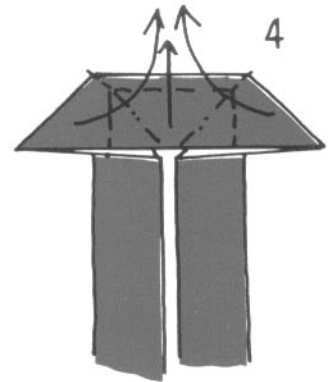
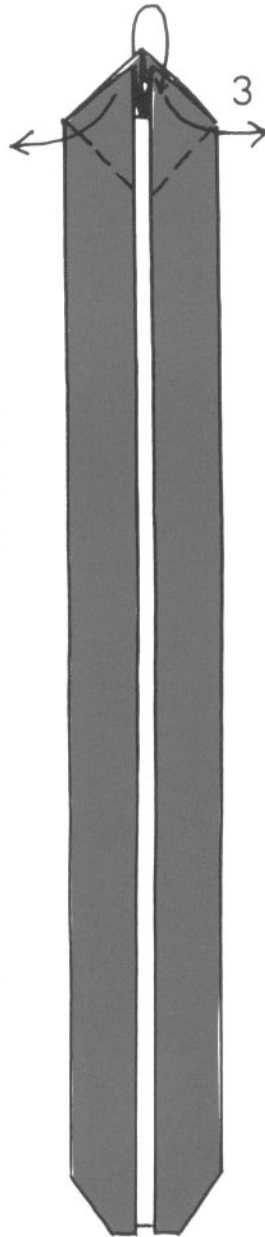
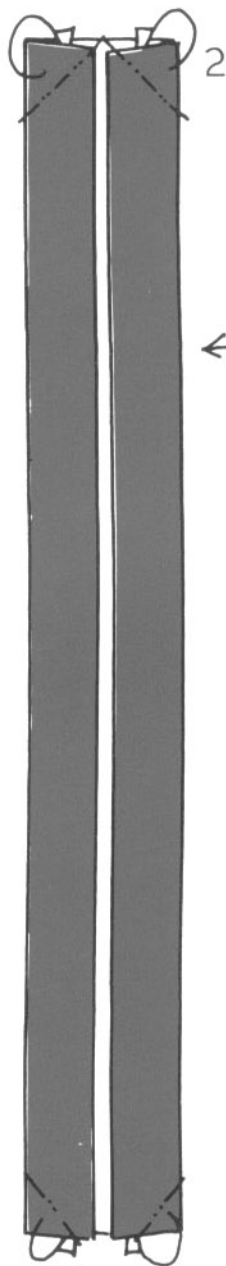
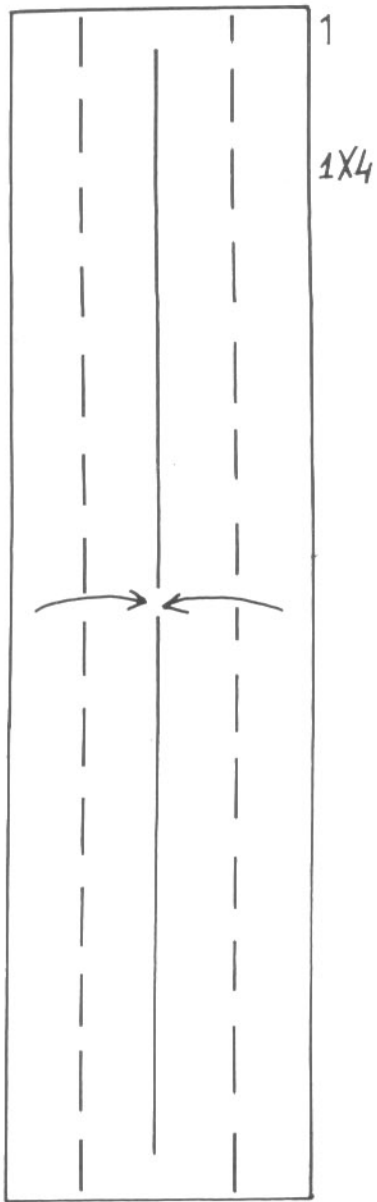
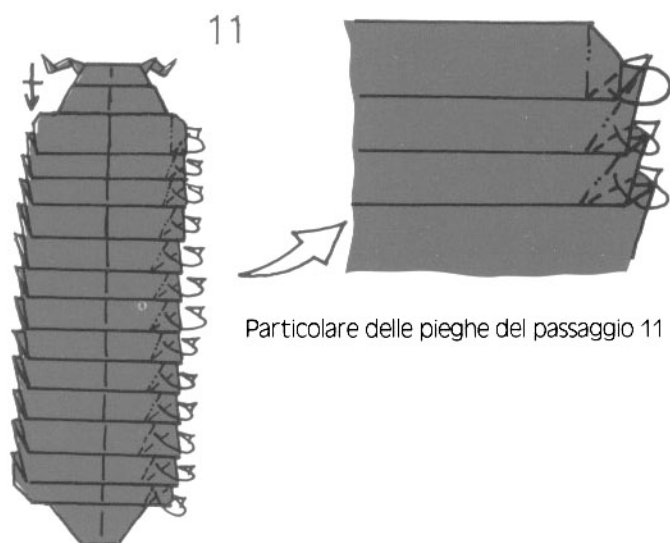
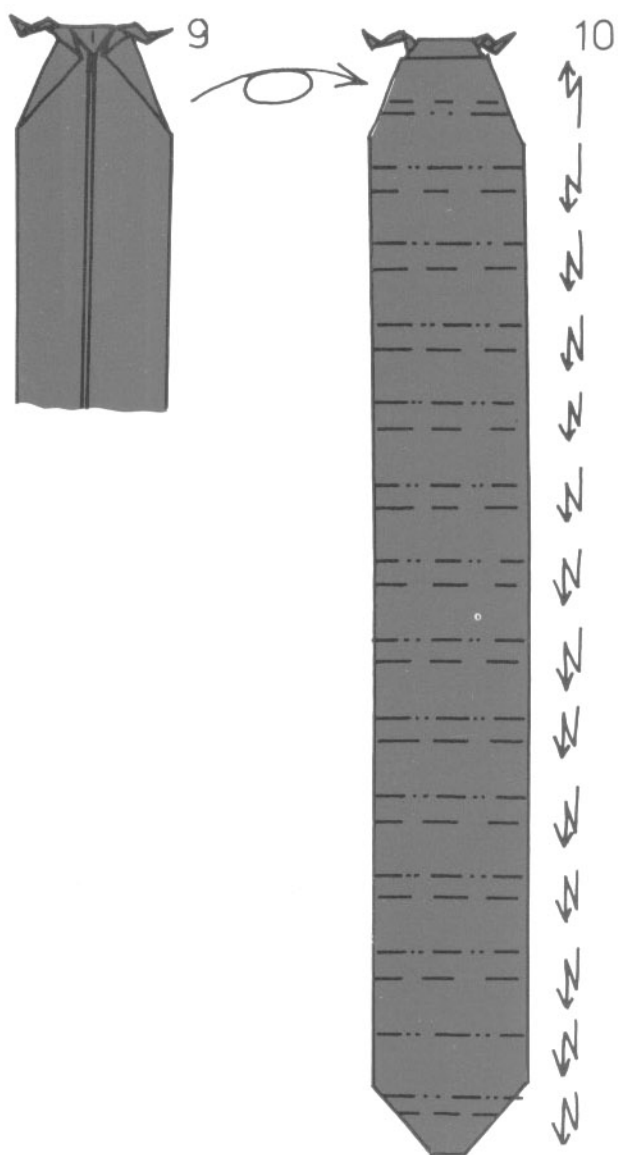
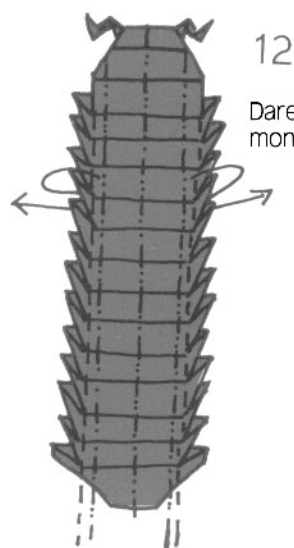

Piegare i due lembi interni per
bloccare e ripetere dall'altro lato

Così

Questa piega dà tridimensionalità

Arrotondare gli angoli del guscio

IL PESCE VOLANTE

7
8
Girare e ripetere dietro dalla fig. 5
alla fig. 7
9
10
Ripetere adesso per i lembi (a) e
(b) le stesse pieghe dalla fig. 6 alla
fig. 9, poi capovolgere
a
b
a
c
b
d
11
Prendere le punte (a-b-c) con la
destra, (d) con la sinistra e tirare
fino a schiacciare completamente
le punte interne
12
m
n
Così

13
Le punte (m) ed (n) adesso sono schiacciate
m
n
d
f
a c b
Il modello visto di fianco, piegare come segnato schiacciando la punta (d) su (f)
f
c
a
b
14
d
15
c
a
b
d
Adesso girare la figura e ripetere le stesse pieghe dal passaggio 12 al passaggio 15 poi capovolgere
f

16
Far rientrare
17
18
Alzare la punta (a) schiacciandola lungo la traccia centrale, poi ripetere per (b)
a
b
19 Così

20
21

22
23
24
Riportare nella posizione iniziale
24
25
25
26
27

28
b
a
Tirare in giù (a) disincastrando (b)
29
Bloccare e rincastrare (a) in (b)
30
31
Portare le ali in posizione orizzontale
32

LA RANA

Come ultimo modello di questo capitolo, propongo la rana, poiché è un animale anfibio e quindi rappresenta bene il passaggio dall'acqua alla terra. Consiglio per questo modello l'uso di carta metallizzata, poiché si presta ottimamente alla modellazione.

A questo punto, la rana è finita, ma, a chi piacciono i modelli realistici può continuare modellando la figura come indicato nel successivo diagramma.

Facendo scivolare un dito sul dorso del modello, questo farà dei piccoli salti, molto simili a quelli di una rana vera.

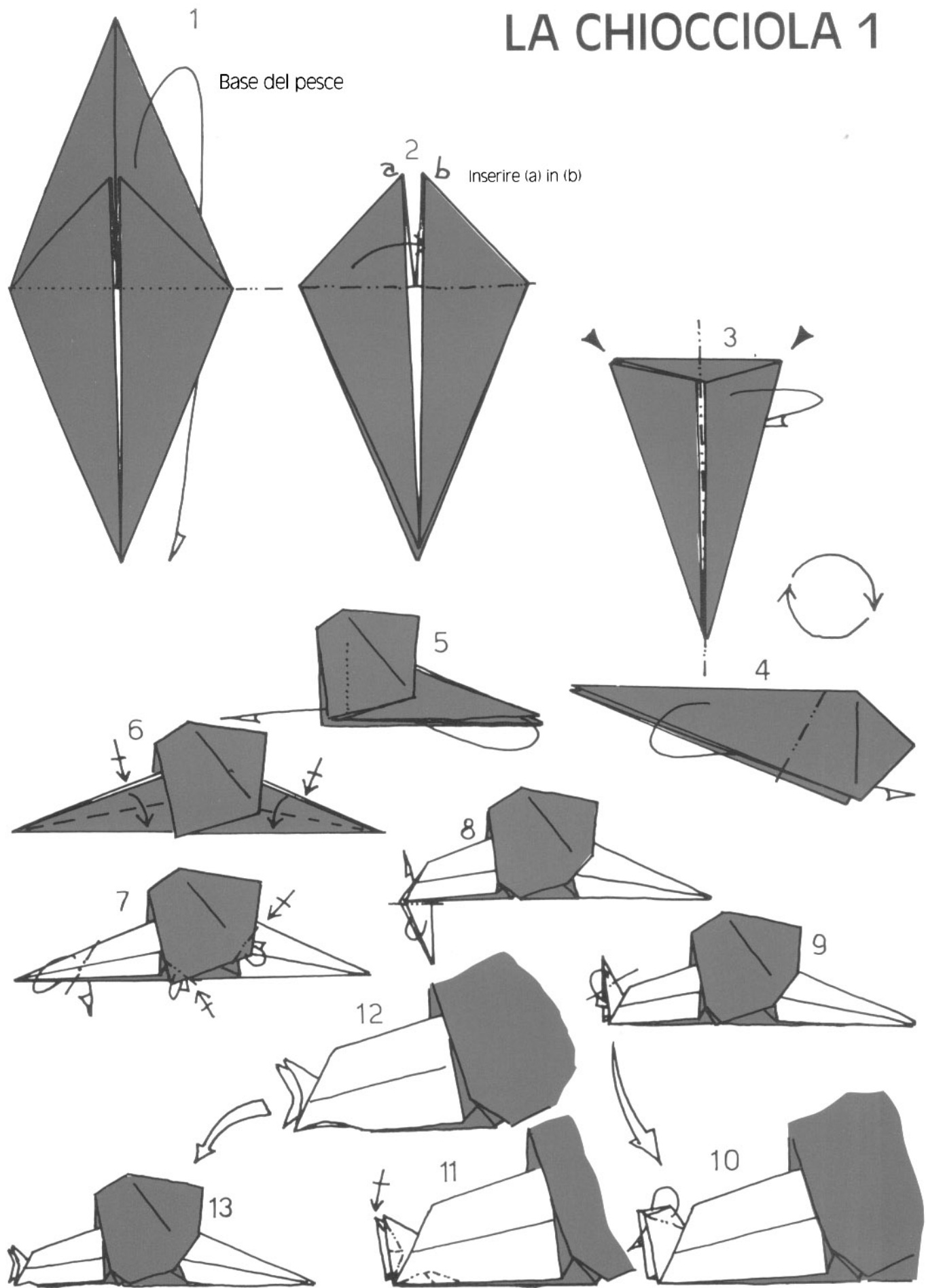
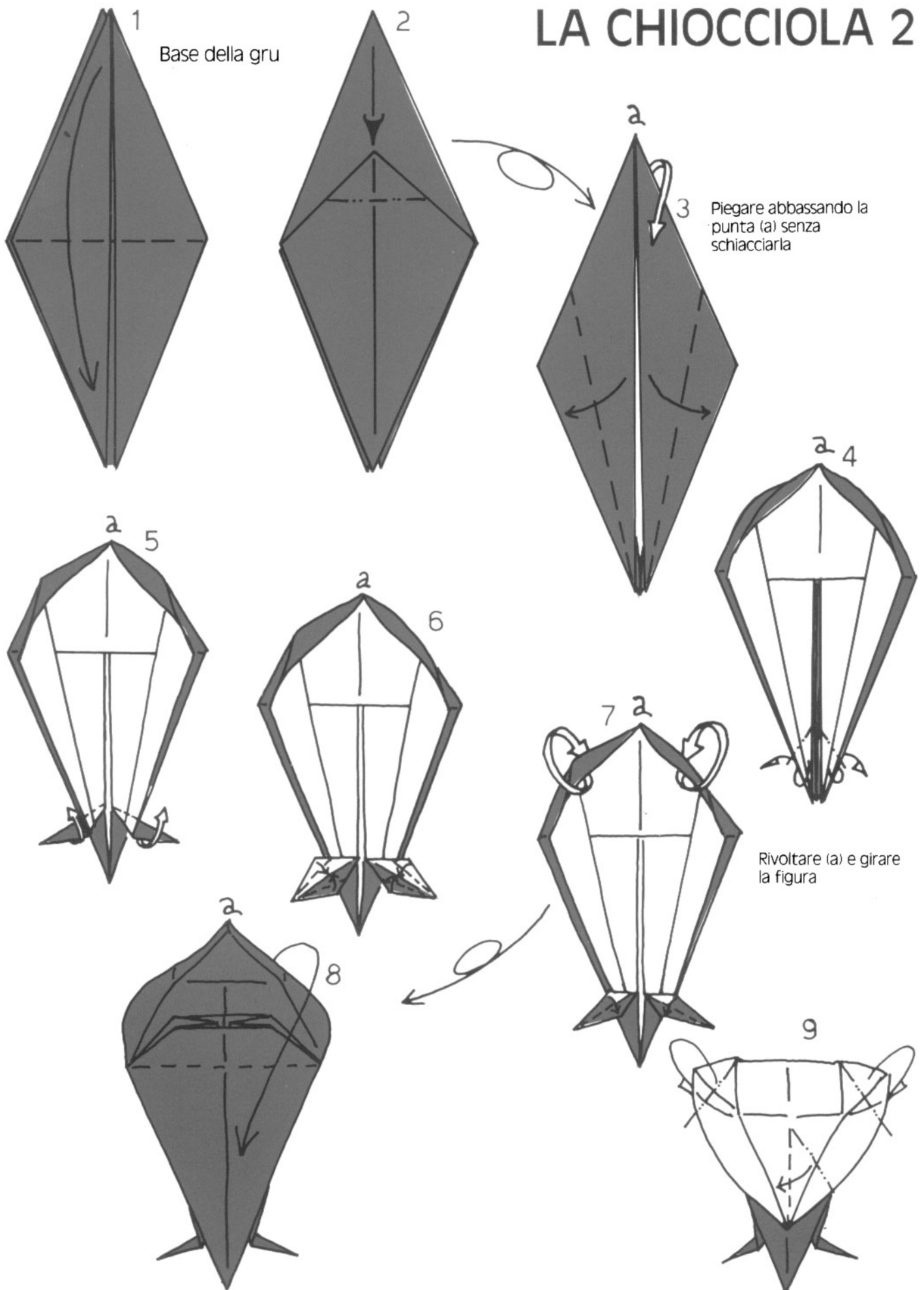
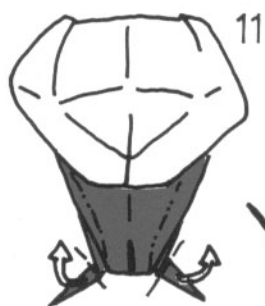
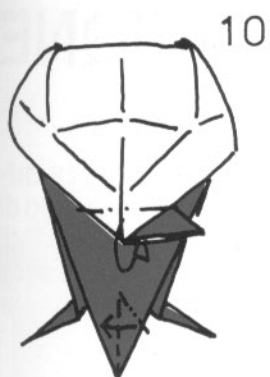
CREATURE DI TERRA

L'ONISCO
(PORCELLINO DI TERRA)

8
9
10
Piegare e schiacciare gli angolini
11
12
13
Assottigliare le antenne pizzicando e accorciare il corpo con pieghe a fisarmonica

Arrotondare leggermente il corpo in senso longitudinale

IL MILLEPIEDI

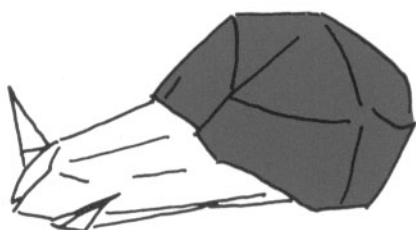
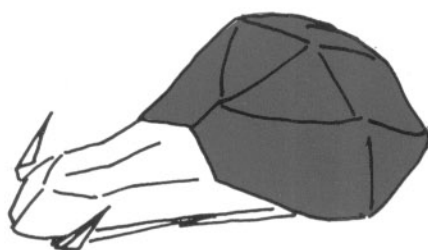
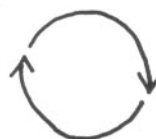
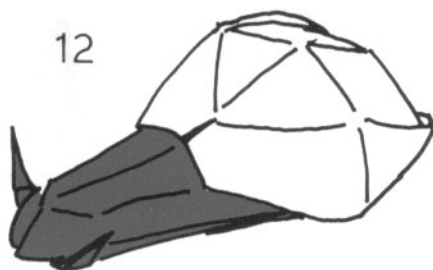
Questo modello si avvale dello stesso principio creativo del modello precedente

Particolare delle pieghe del passaggio 11

Dare tridiminsionalità con pieghe a monte ed a valle

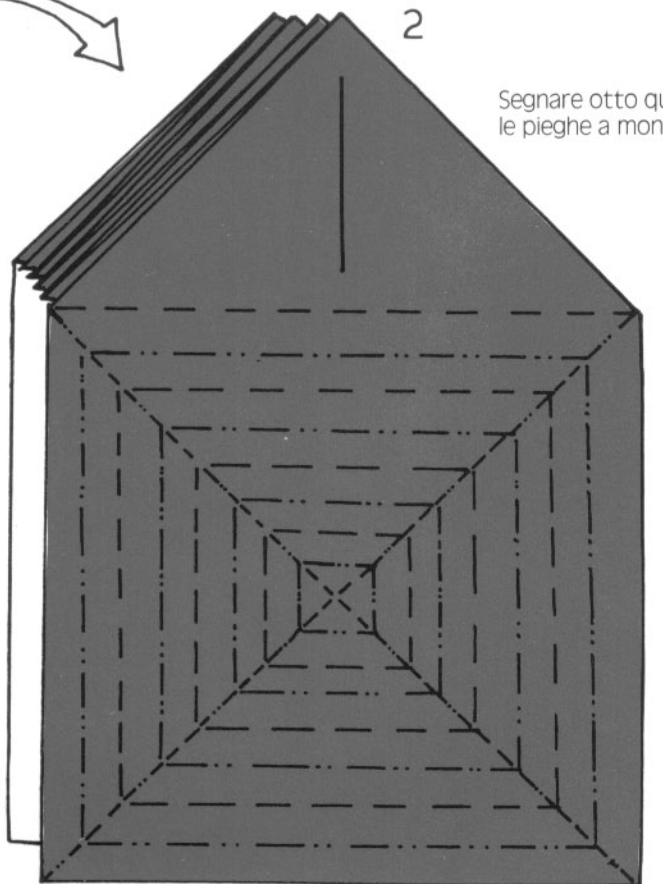
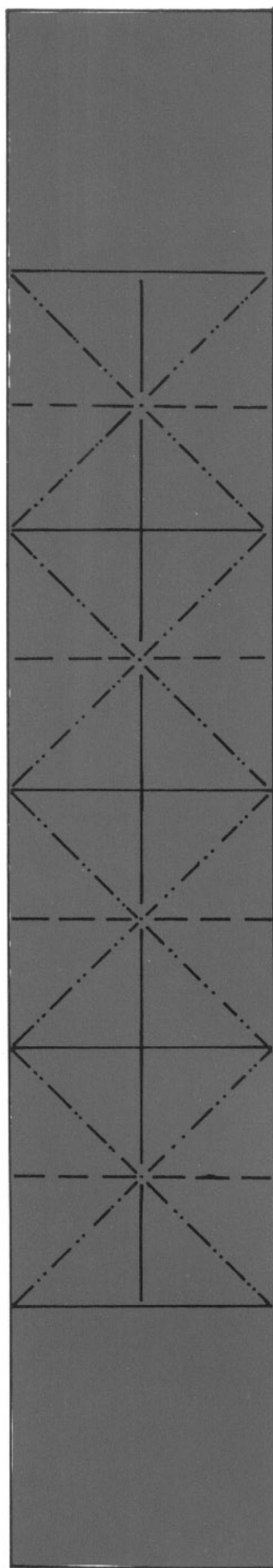
LA CHIOCCIOLA 1

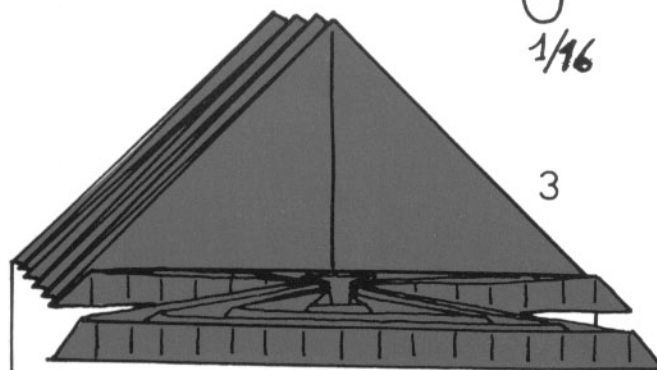
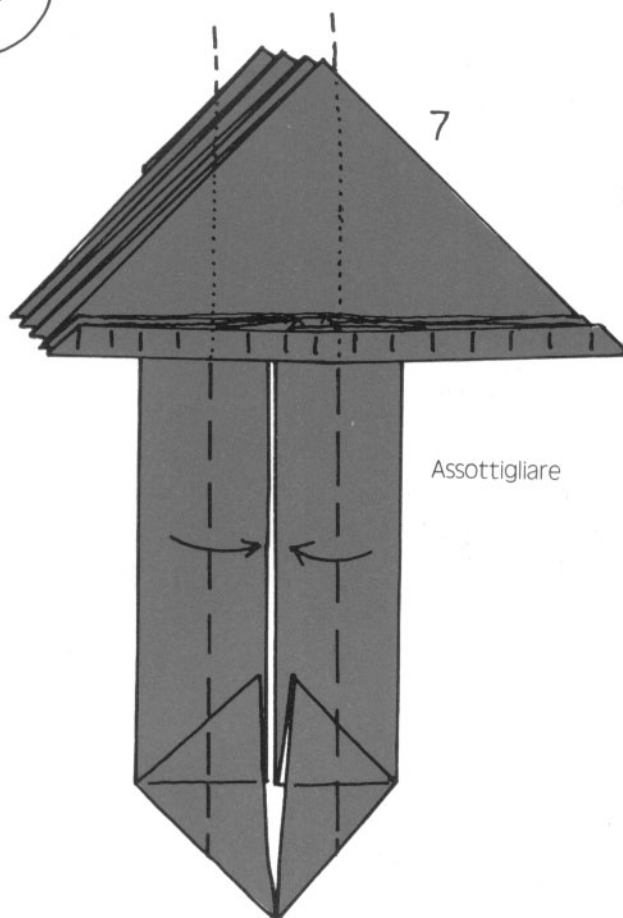
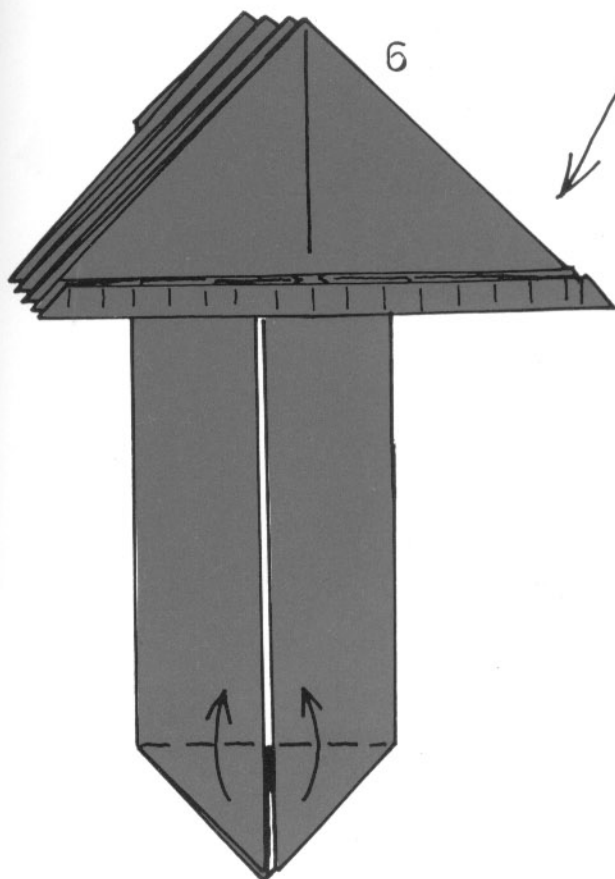
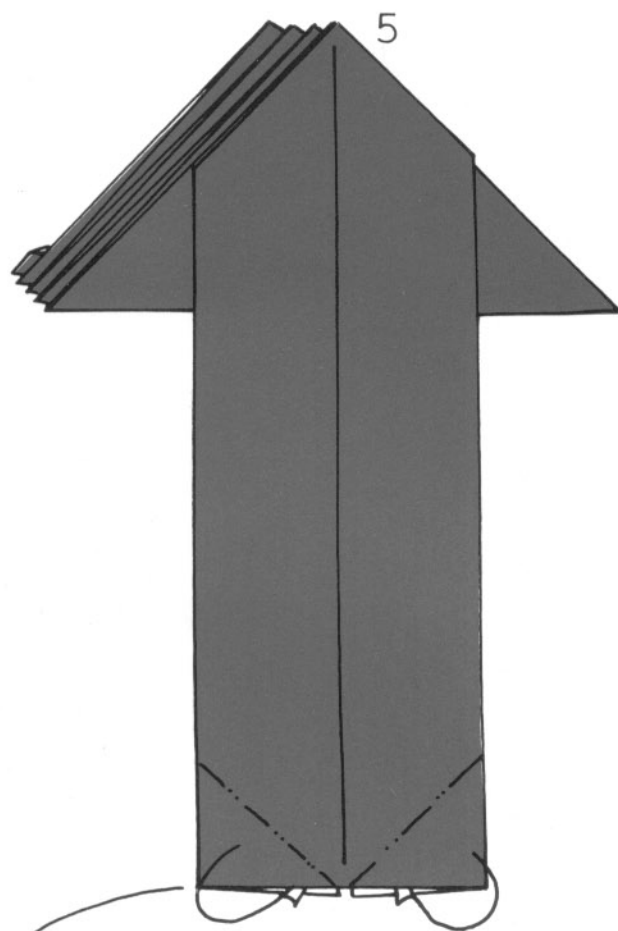
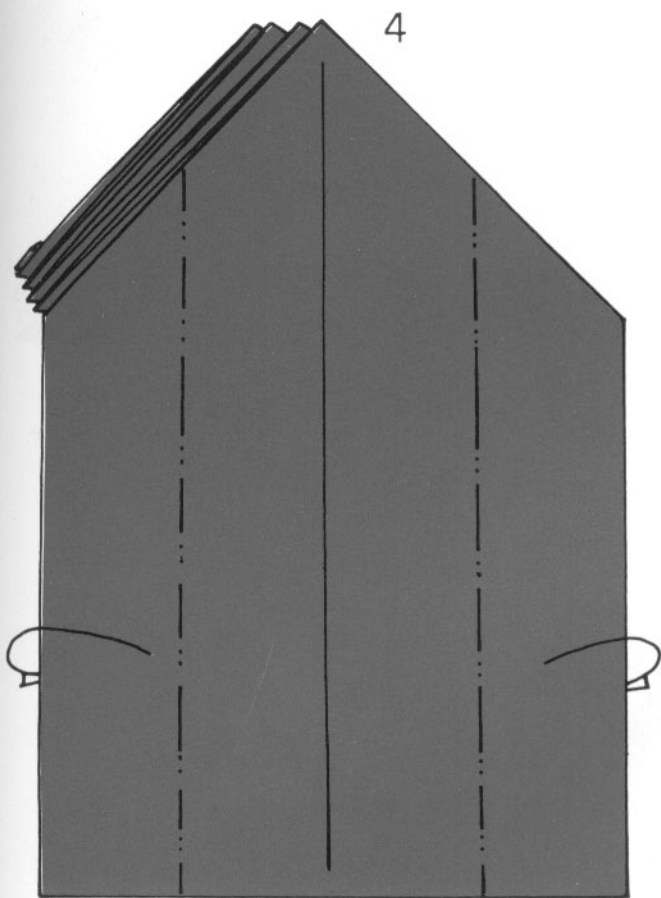
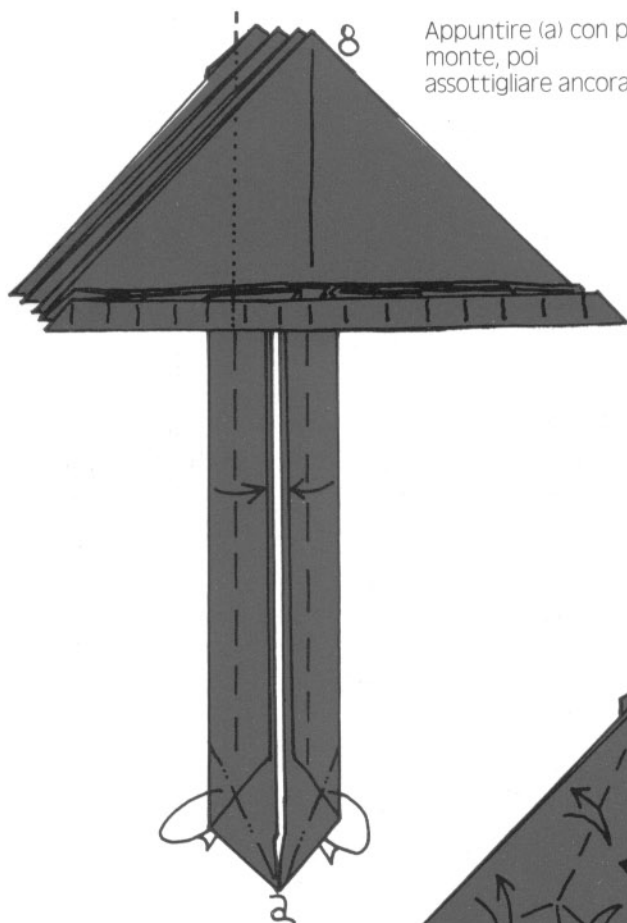
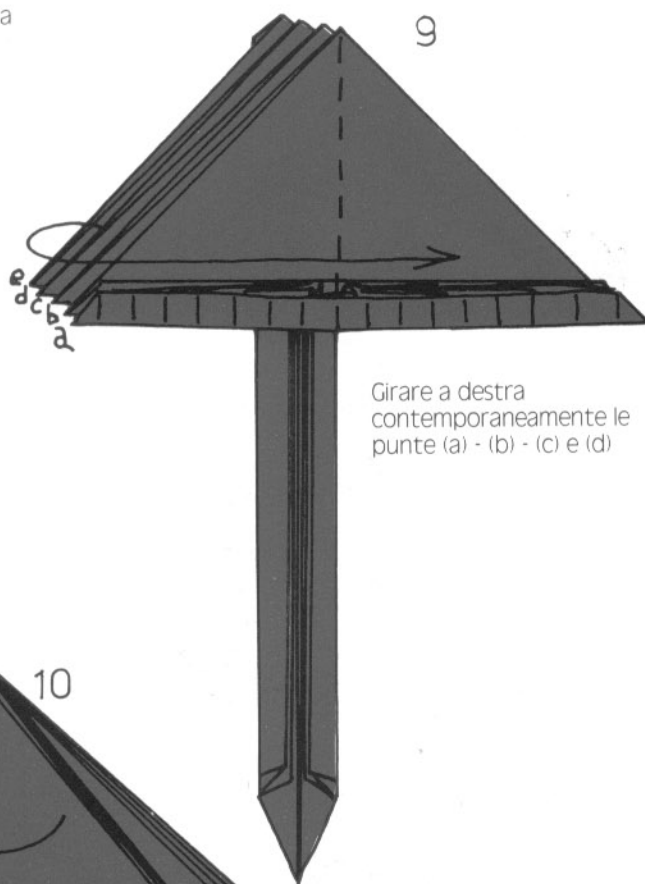
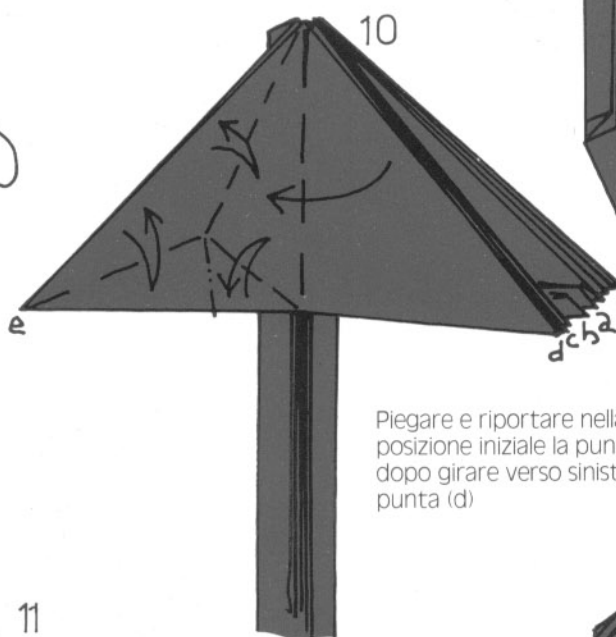
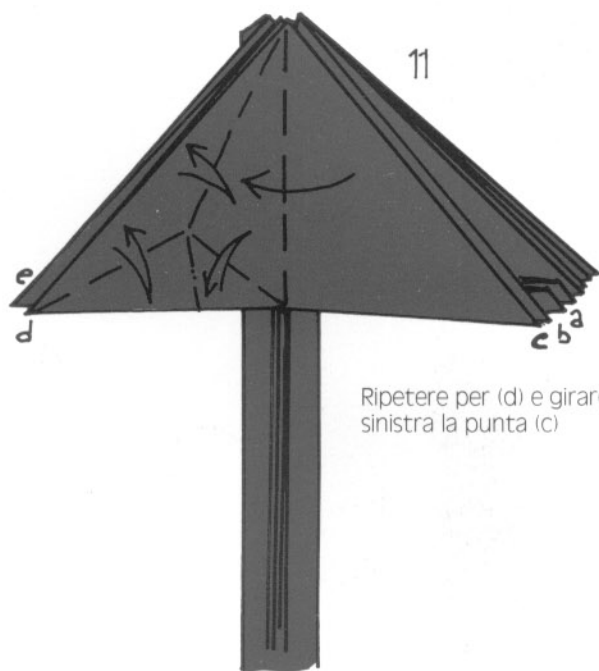
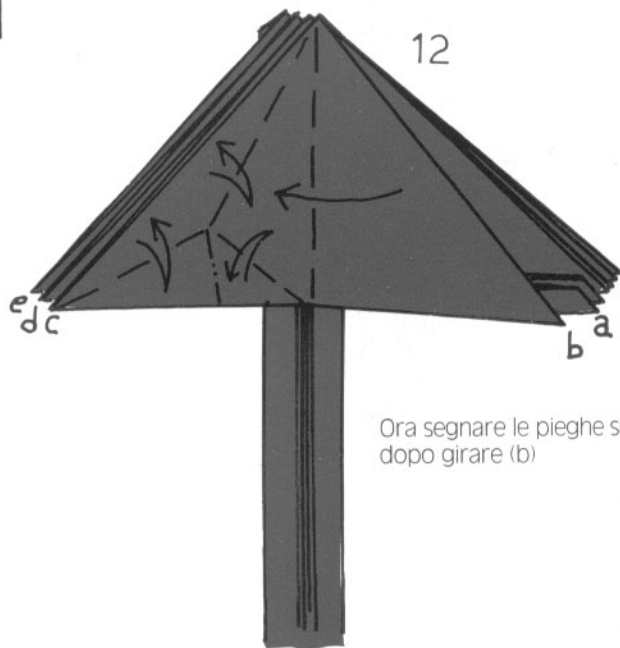
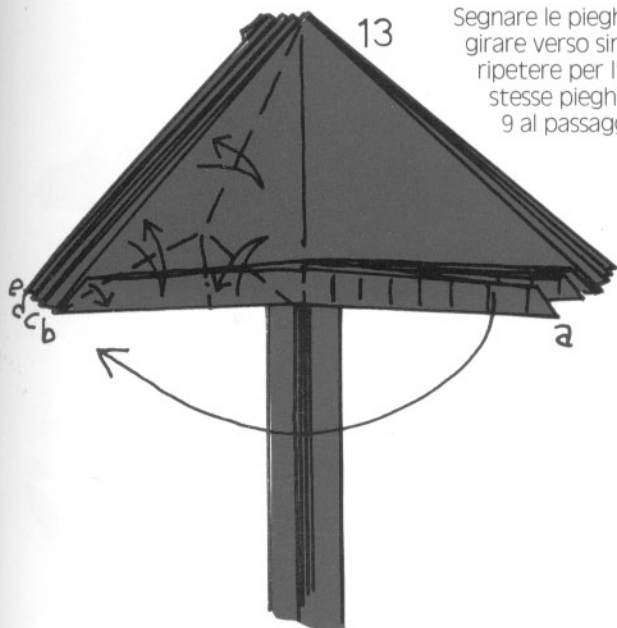
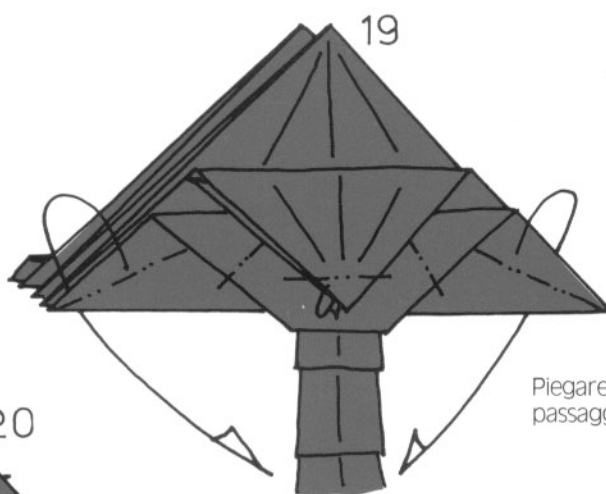
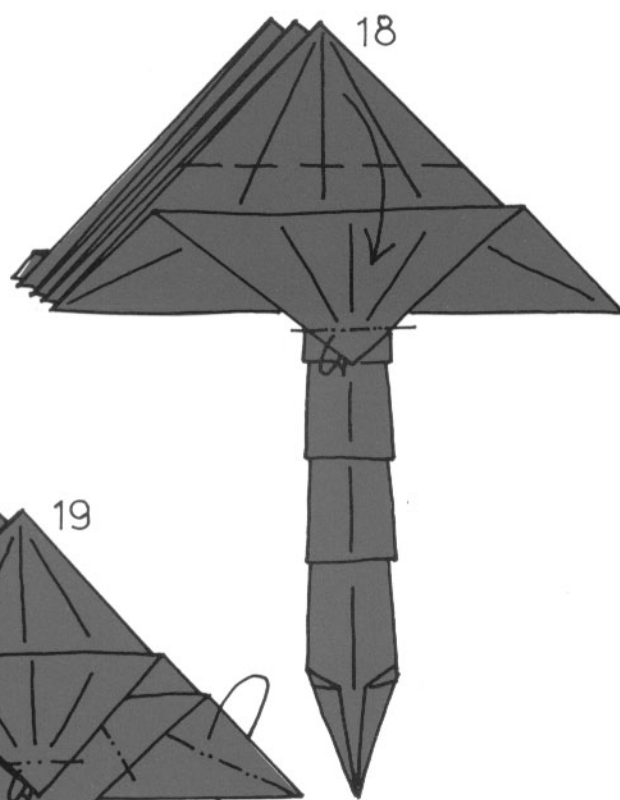
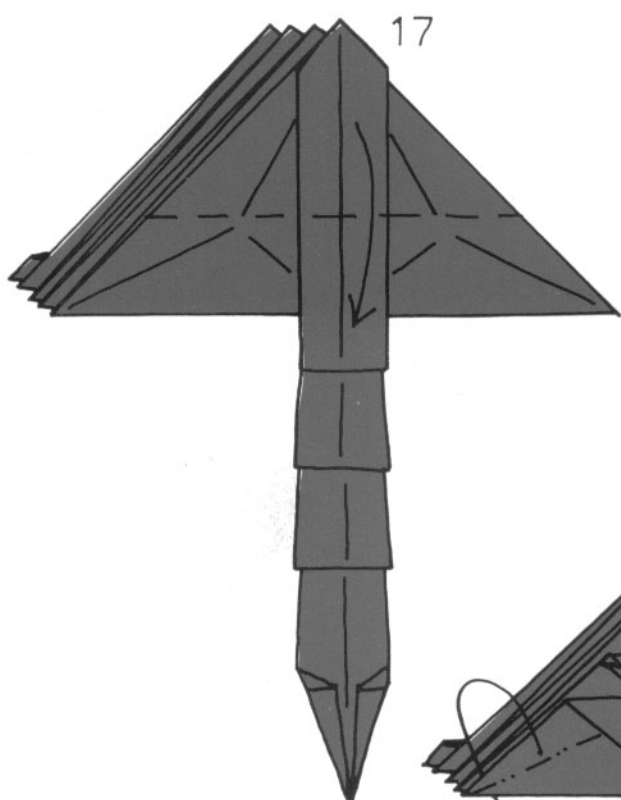
LA CHIOCCIOLA 2

10

11

Alzare le punte che formano gli occhi e modellare il corpo

12

LO SCORPIONE

Questo modello è abbastanza difficile da realizzare, consiglio l'uso di carta metallizzata e l'utilizzo di fogli abbastanza grandi da poter essere manipolati con facilità

Segnare otto quadrati concentrici alternando le pieghe a monte ed a valle

4
5
6
7
Assottigliare

8 — Appuntire (a) con piega a monte, poi assottigliare ancora

9 — Girare a destra contemporaneamente le punte (a) - (b) - (c) e (d)

10 — Piegare e riportare nella posizione iniziale la punta (e), dopo girare verso sinistra la punta (d)

11 — Ripetere per (d) e girare a sinistra la punta (c)

12 — Ora segnare le pieghe su (c), dopo girare (b)

13
Segnare le pieghe su (b), dopo girare verso sinistra (a) e ripetere per l'altro lato le stesse pieghe dal passaggio 9 al passaggio 13
e
c
c
b
a
14
Riaprire il primo lembo
15
Piegare a fisarmonica e dopo richiudere
16
Così,
ora girare la figura

17
18
19
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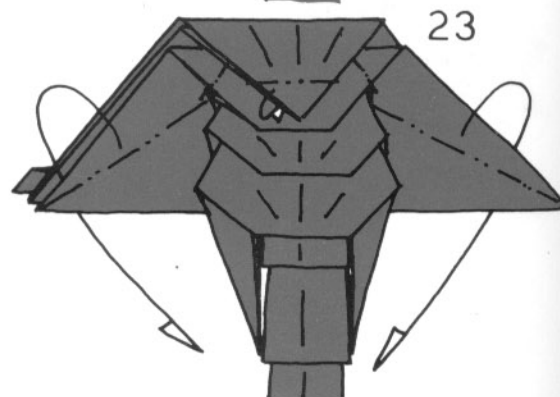
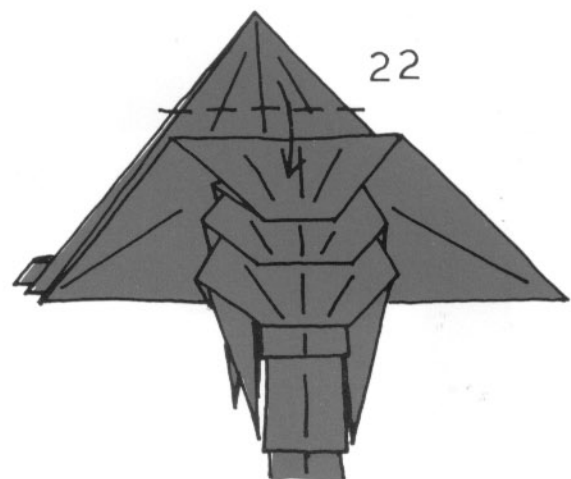
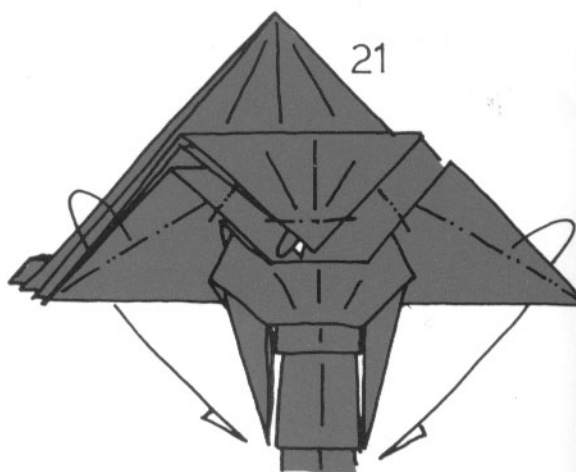
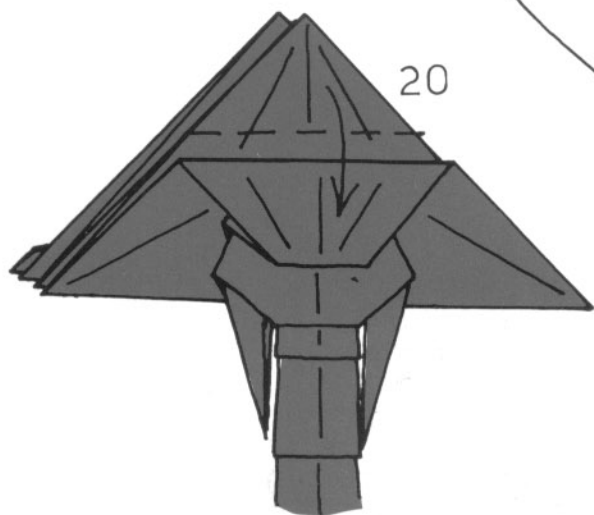
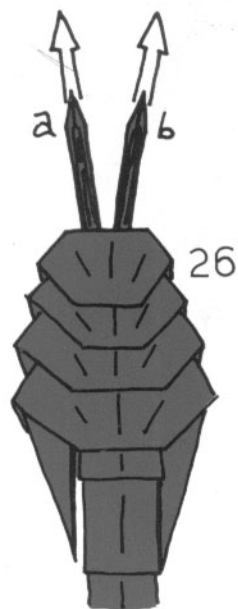
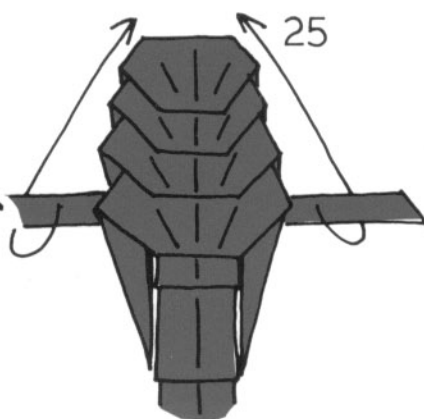
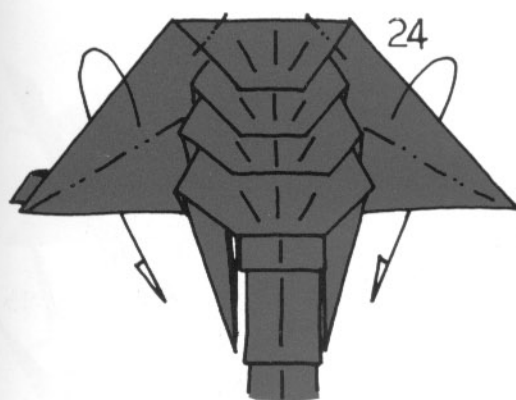
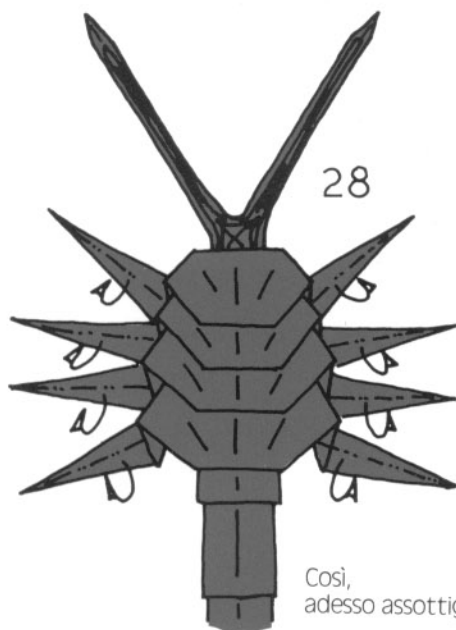
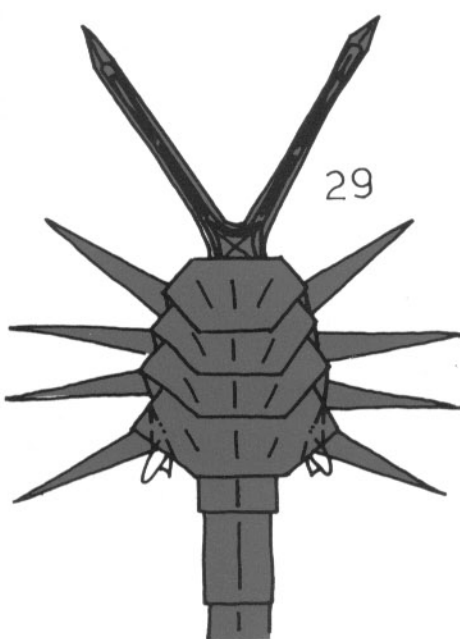
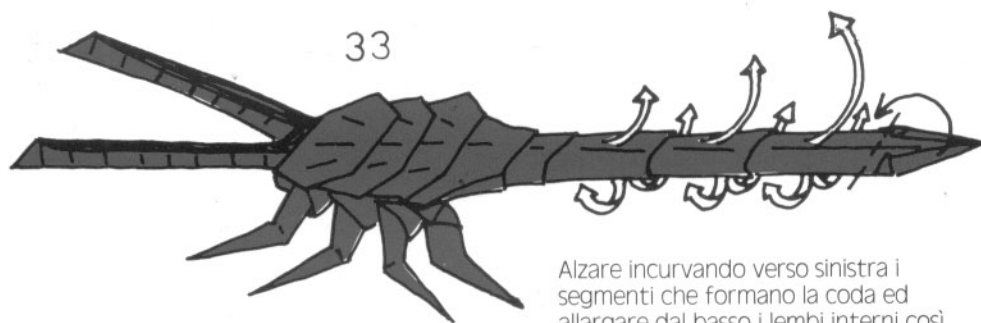
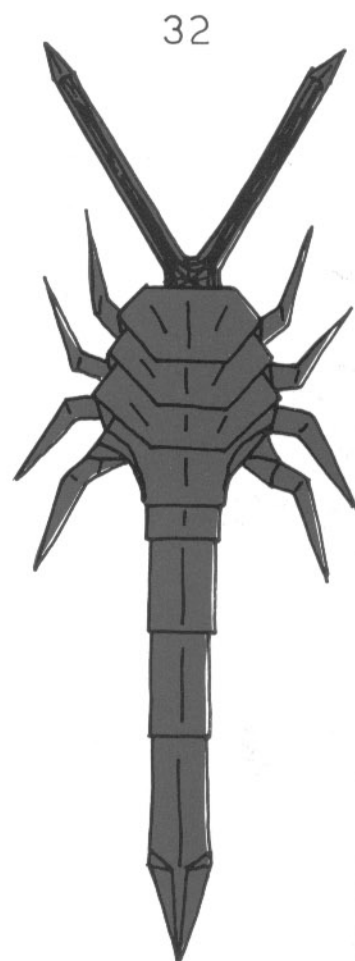
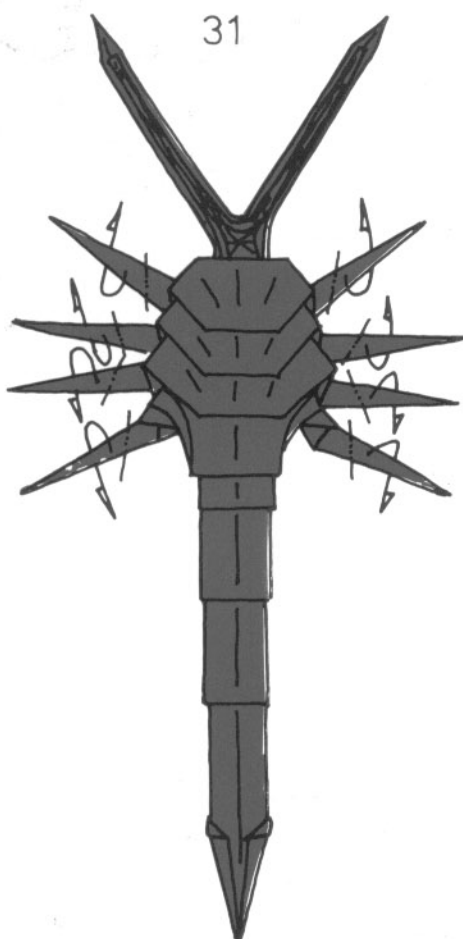
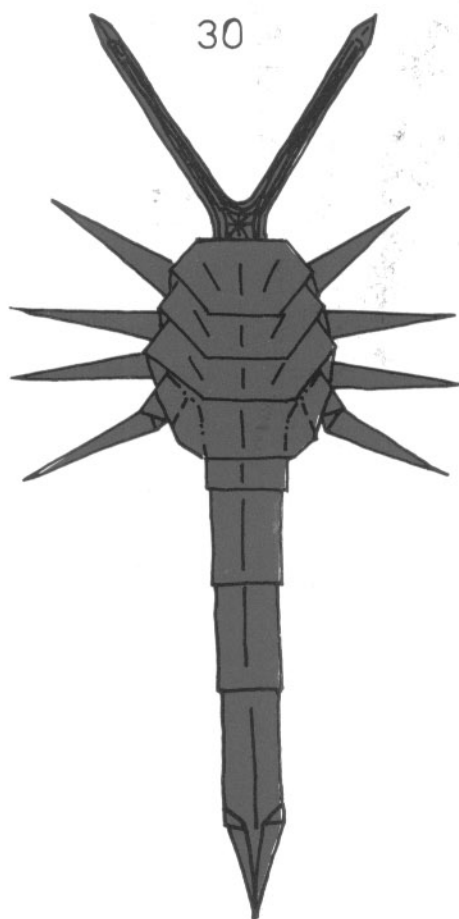
23
a
Piegare sulle pieghe segnate al passaggio 10

Tirare in fuori ancora un po' le punte (a) e (b)

Piegare le zampe, disponendole a raggiera intorno al corpo

Così, adesso assottigliare

30
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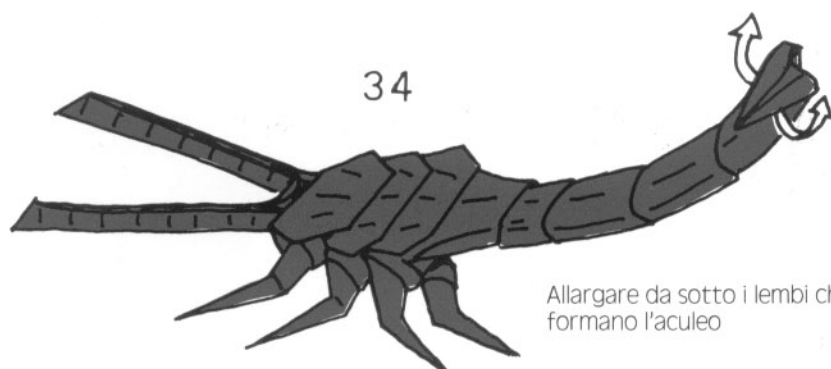
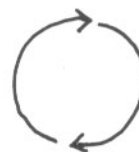
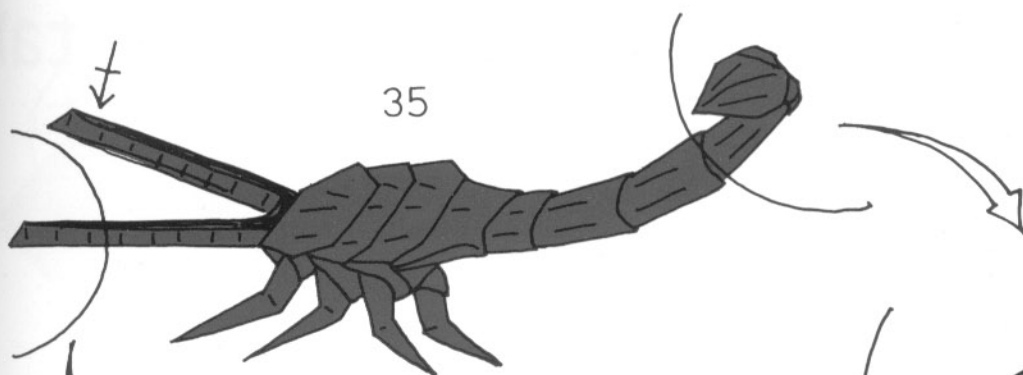
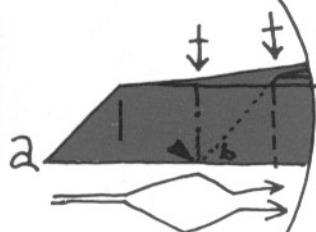
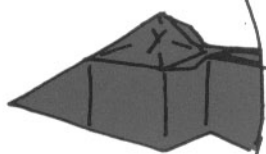
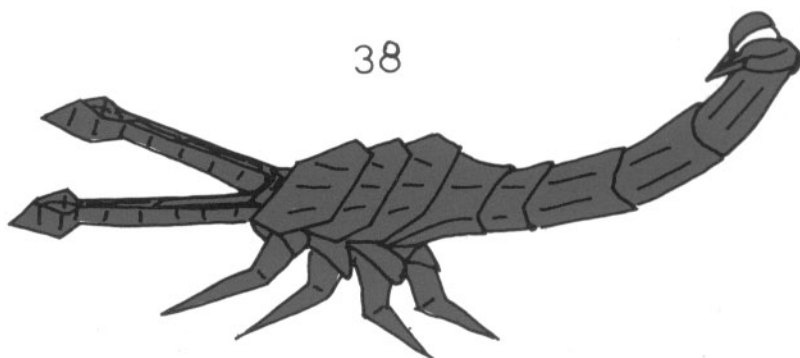
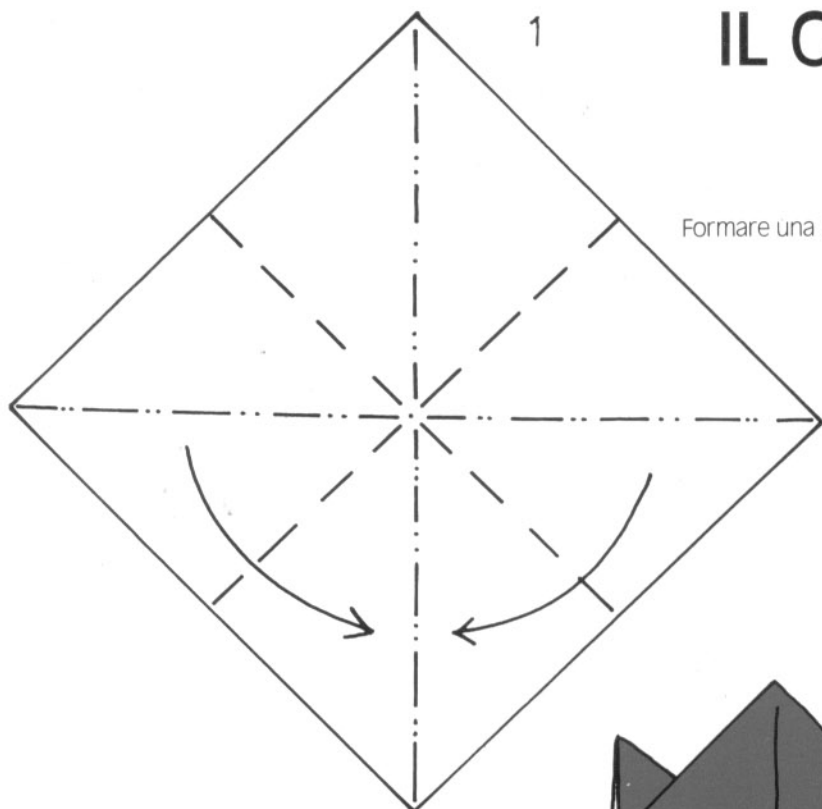
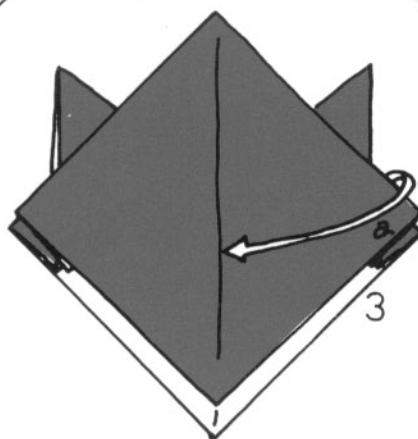
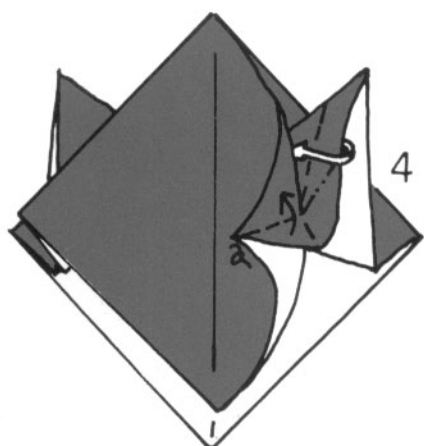
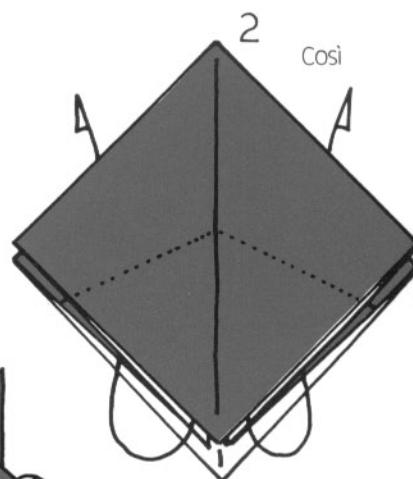
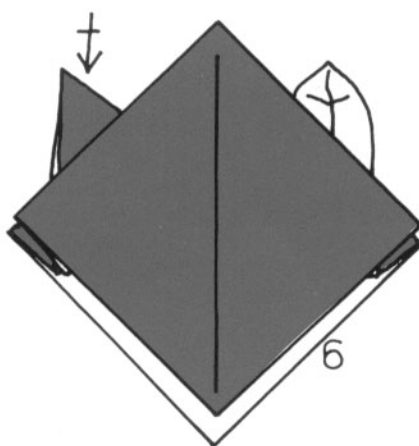
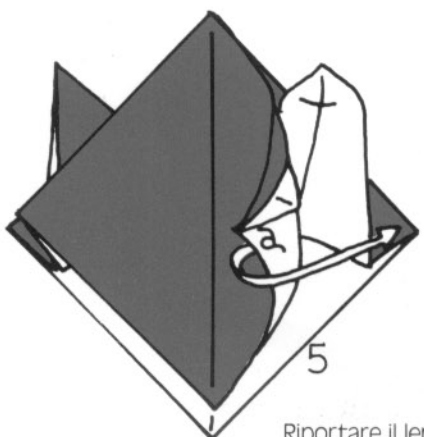
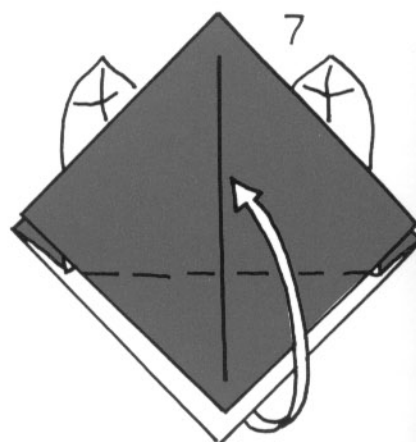
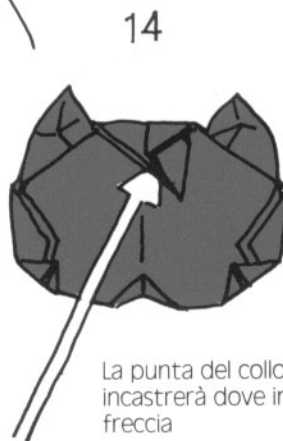
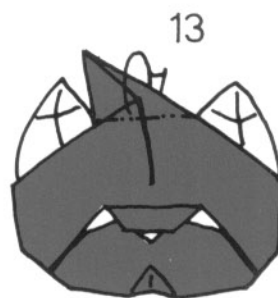
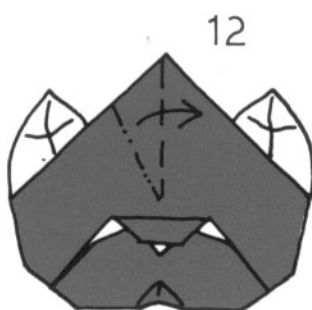
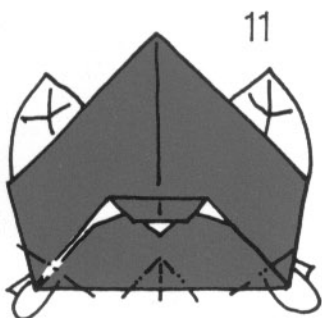
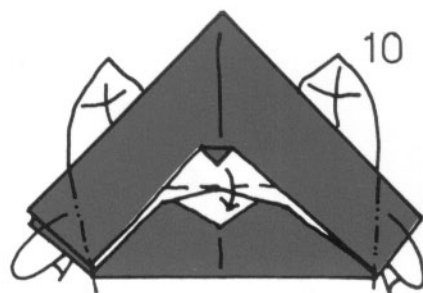
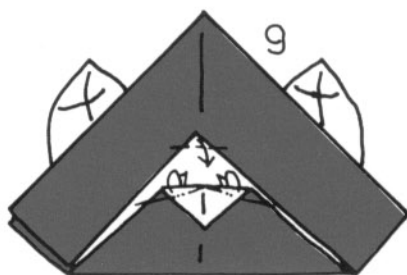
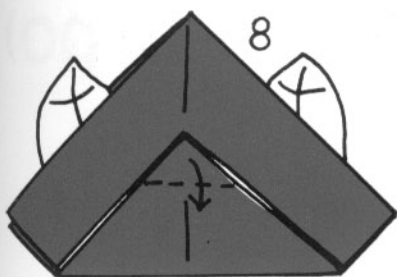
33
Alzare incurvando verso sinistra i segmenti che formano la coda ed allargare dal basso i lembi interni così da dare tridimensionalità
34
Allargare da sotto i lembi che formano l'aculeo

35
36B
Pizzicare
la punta
36A
Spingere la punta (a) verso destra seguendo le pieghe segnate e schiacciando la punta interna (b) verso l'alto
a
Così
37A
Visto da sotto
37B
Così
38

IL GATTINO (testa)

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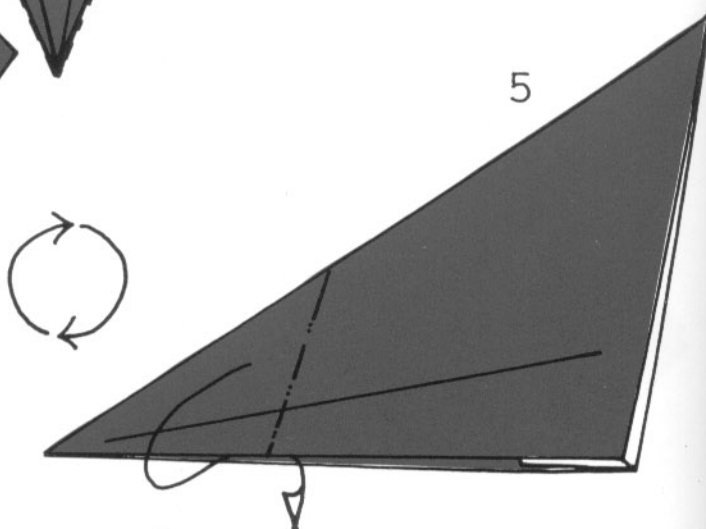
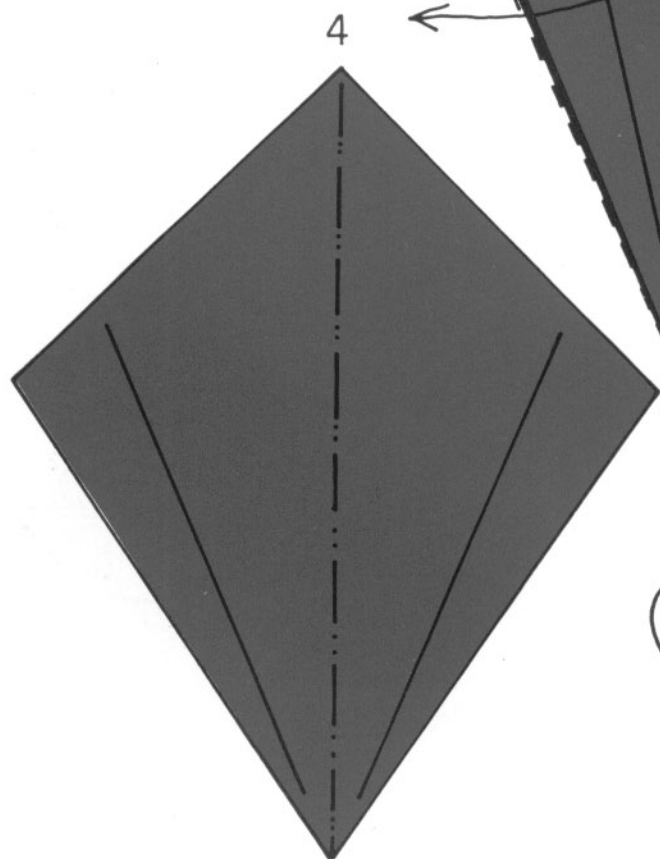
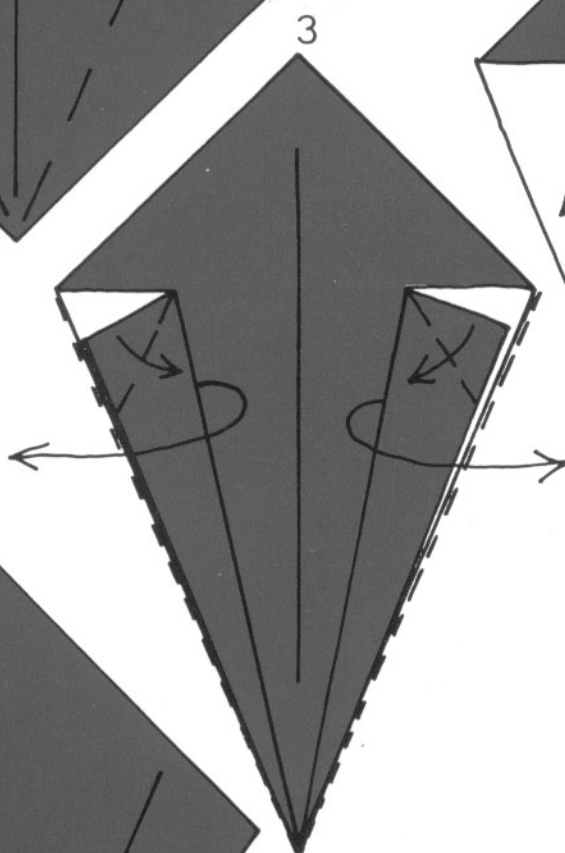
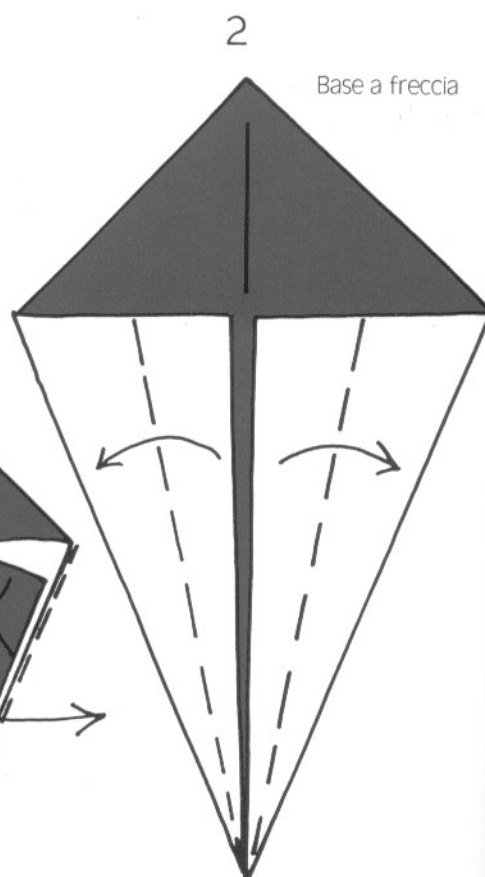
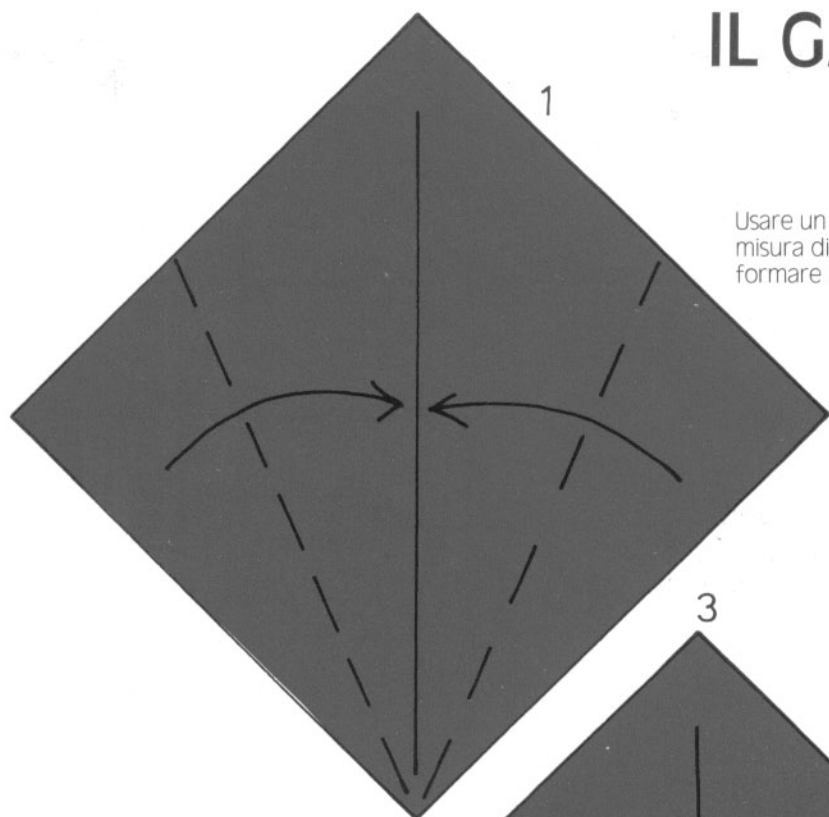
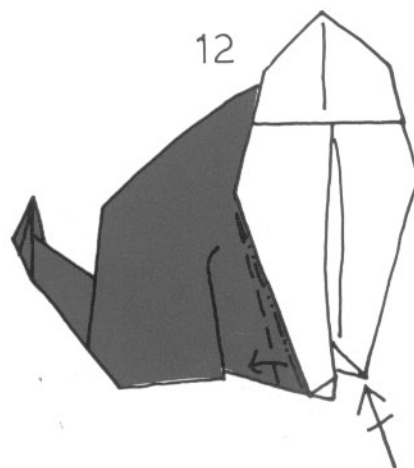
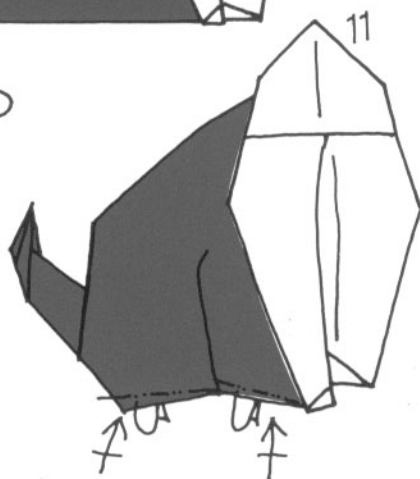
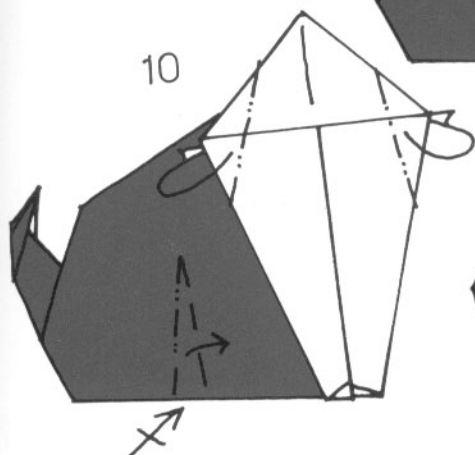
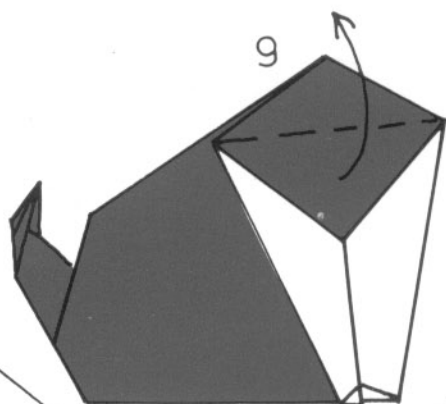
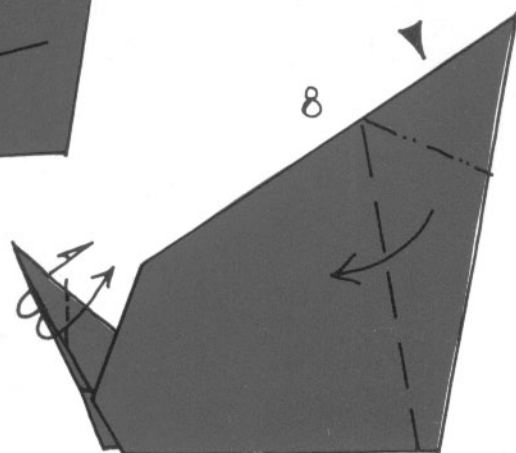
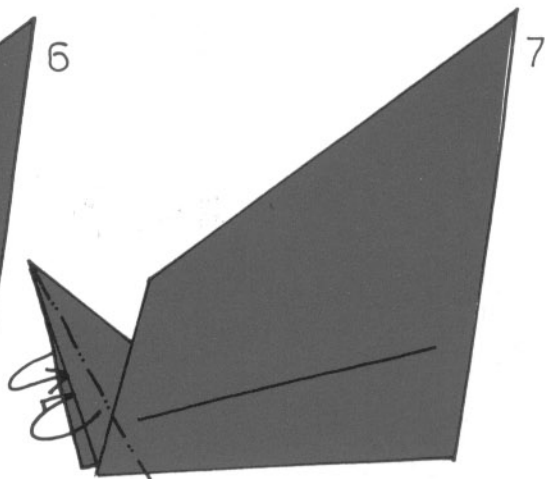
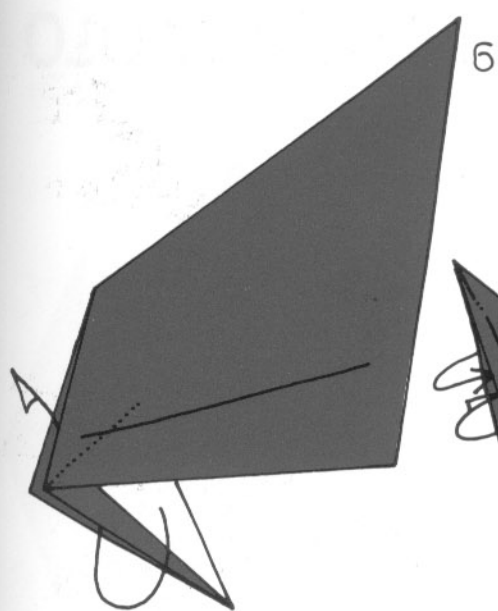
14
La punta del collo si
incastrerà dove indica la
freccia

IL GATTINO (corpo)

6
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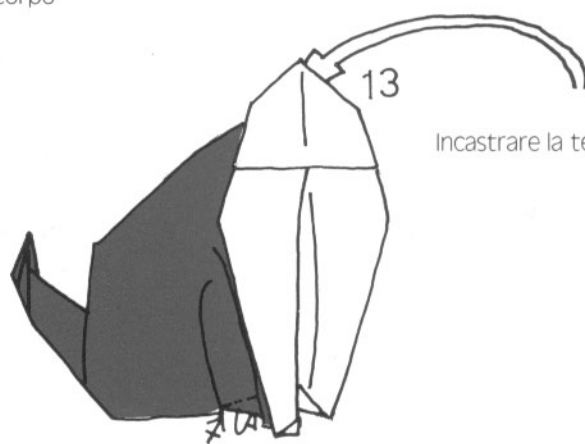
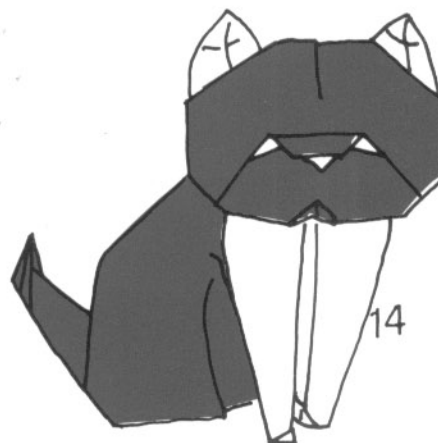
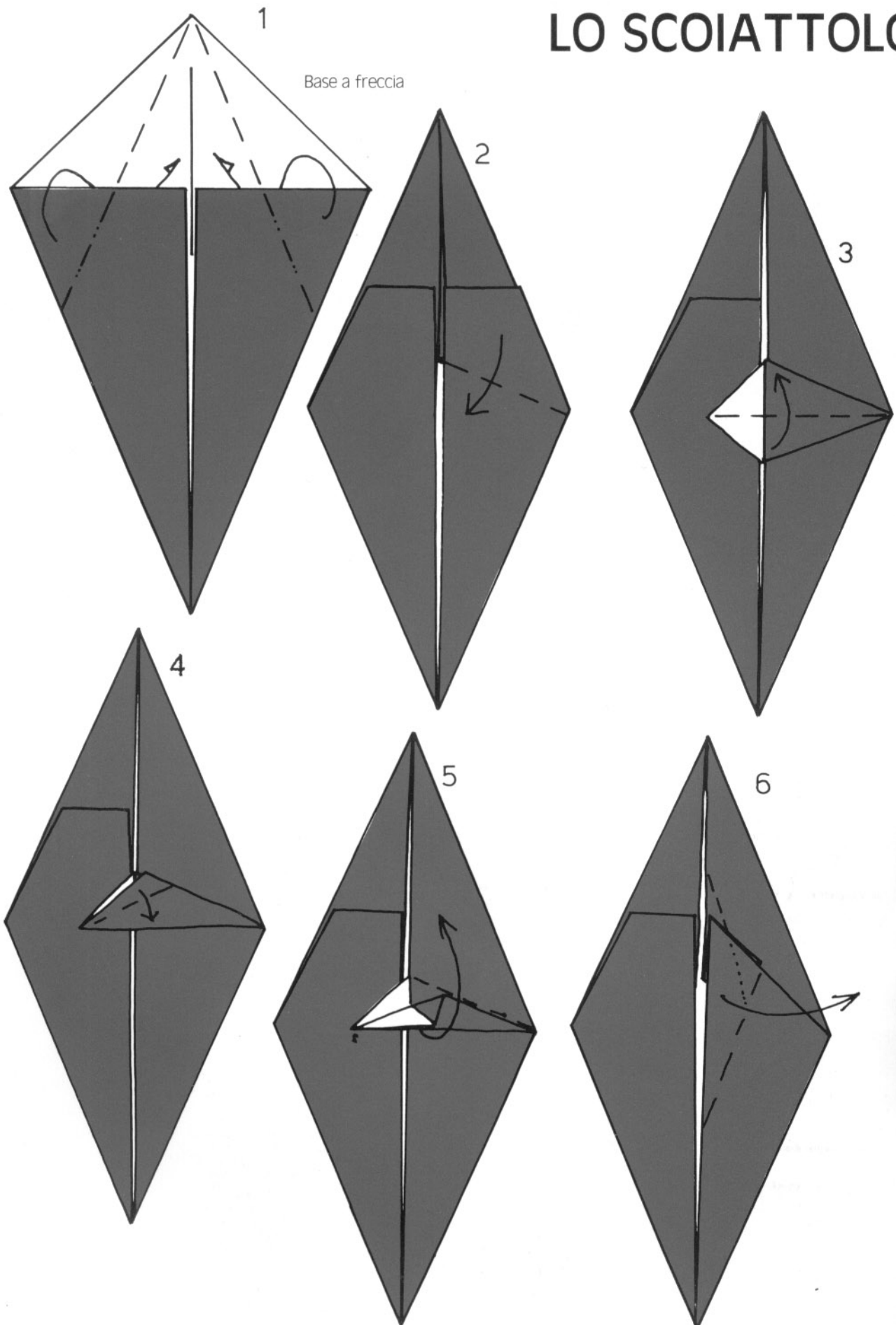
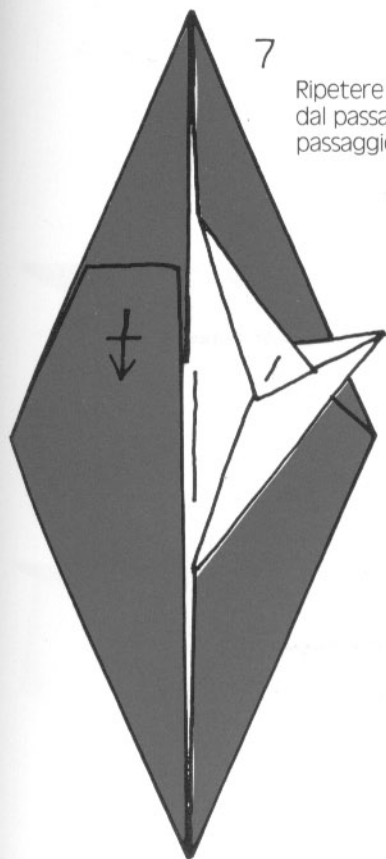
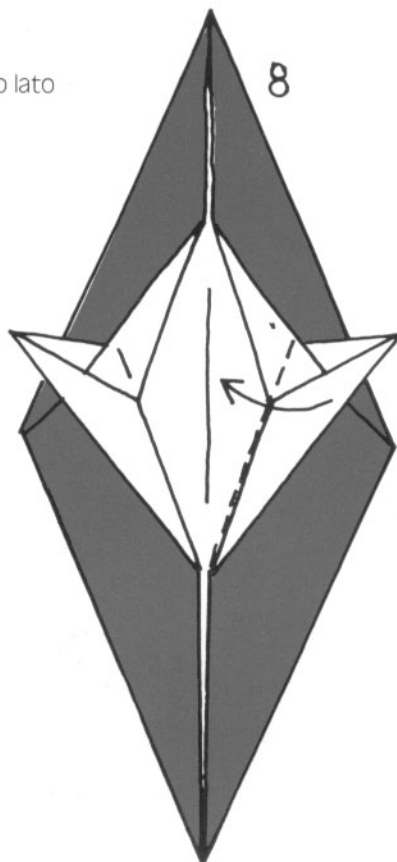
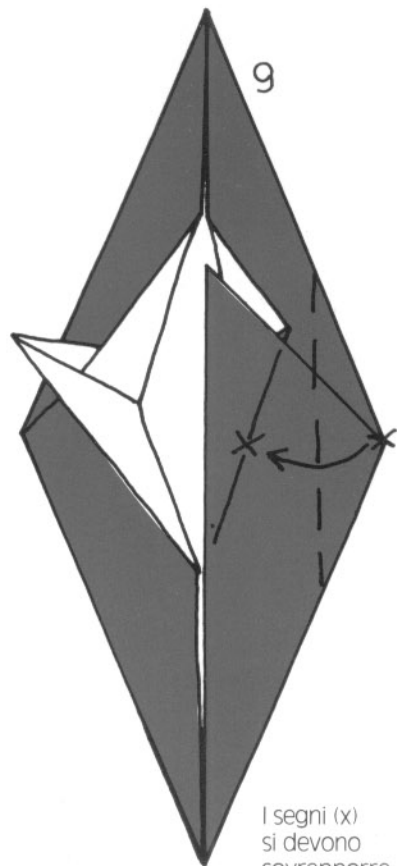
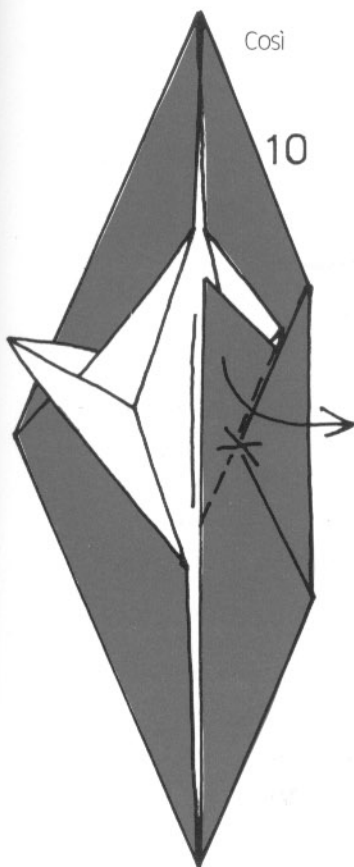
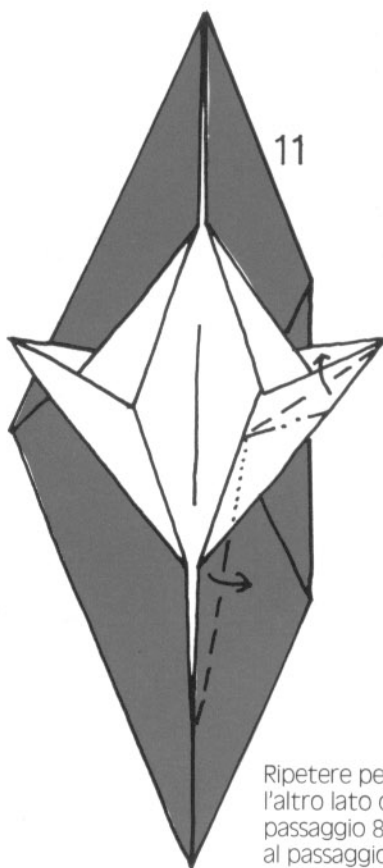
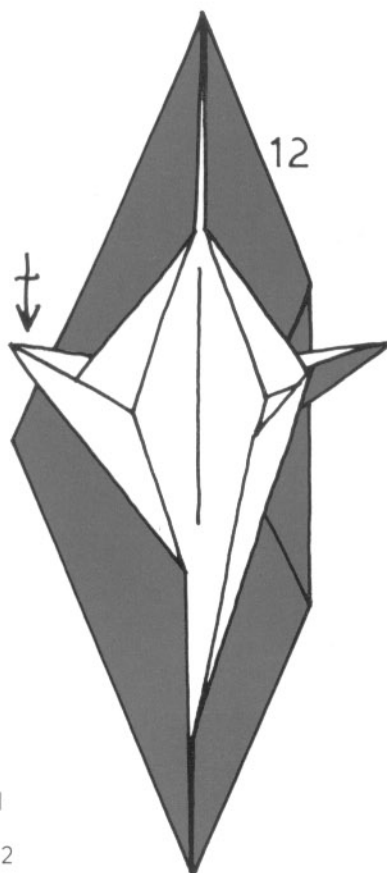
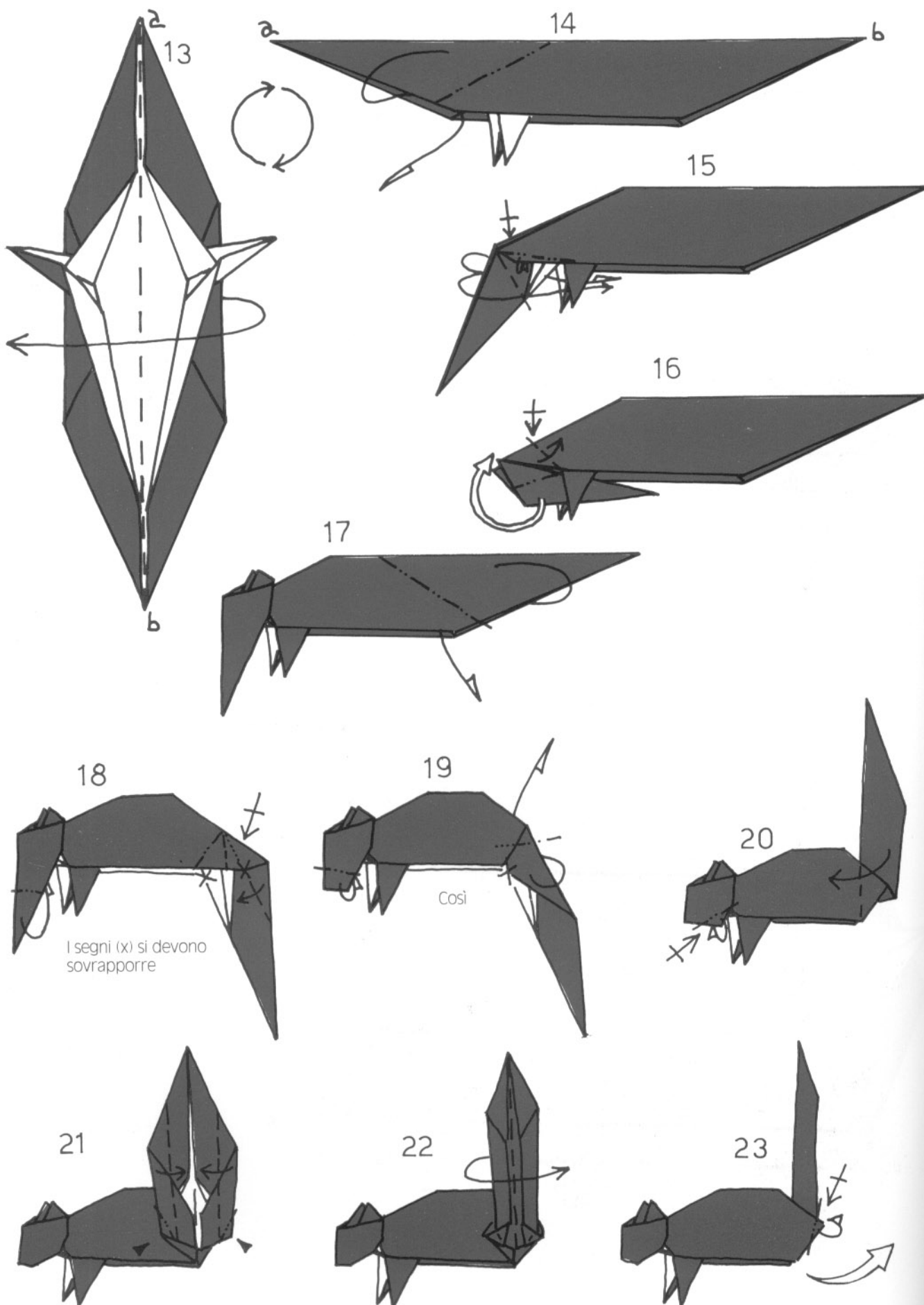
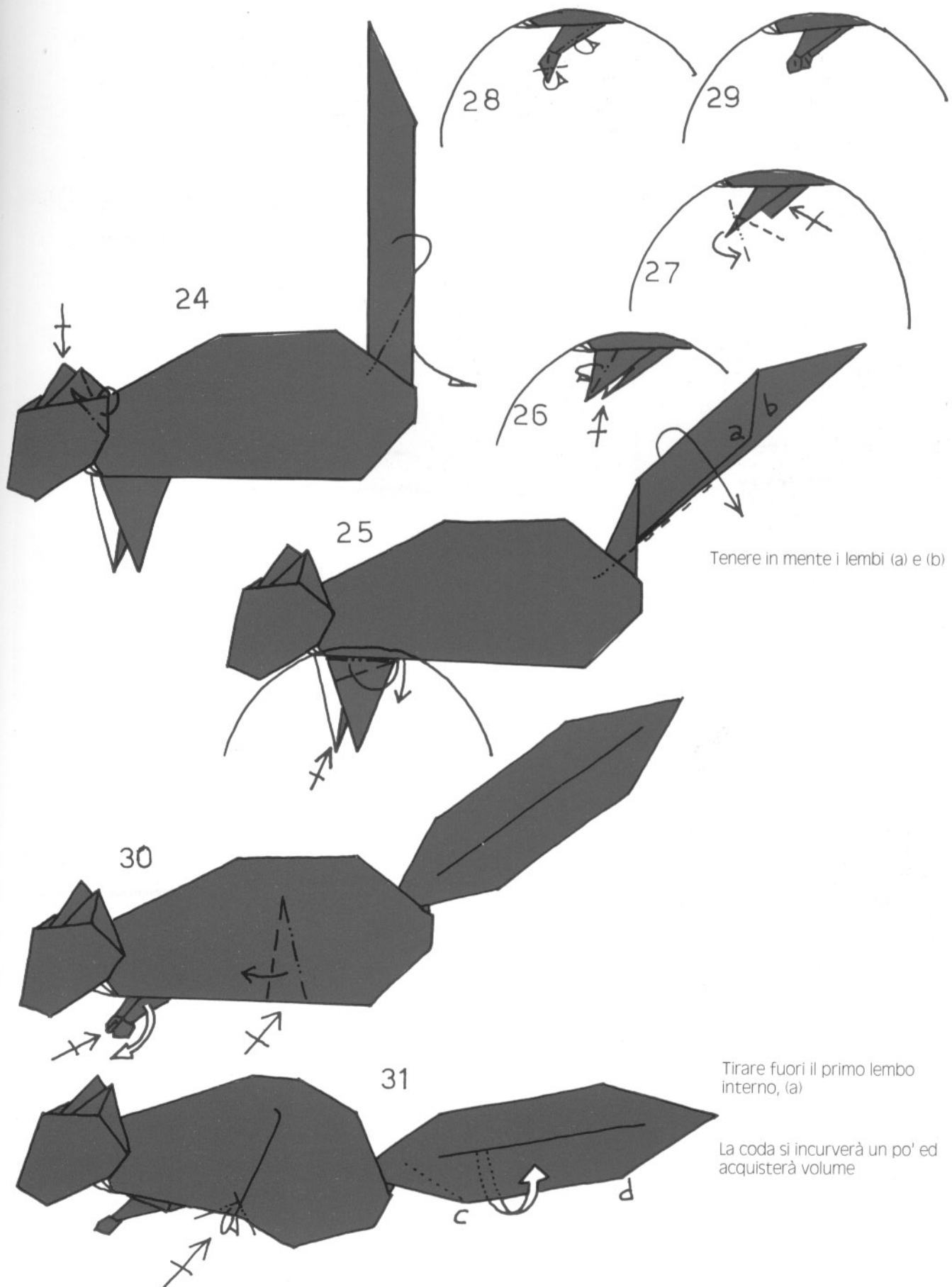
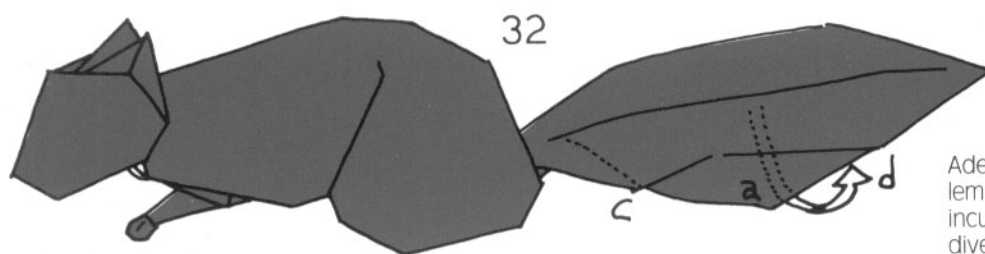
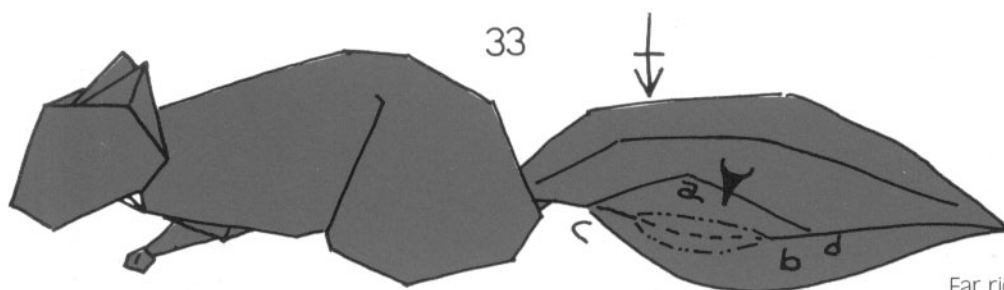
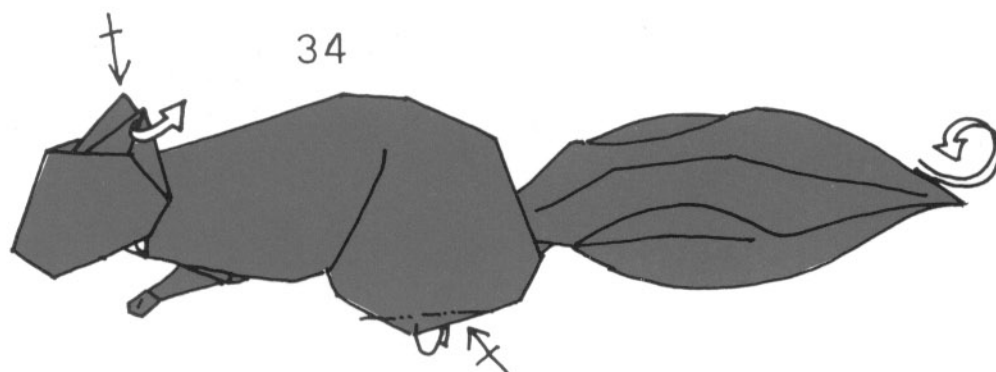
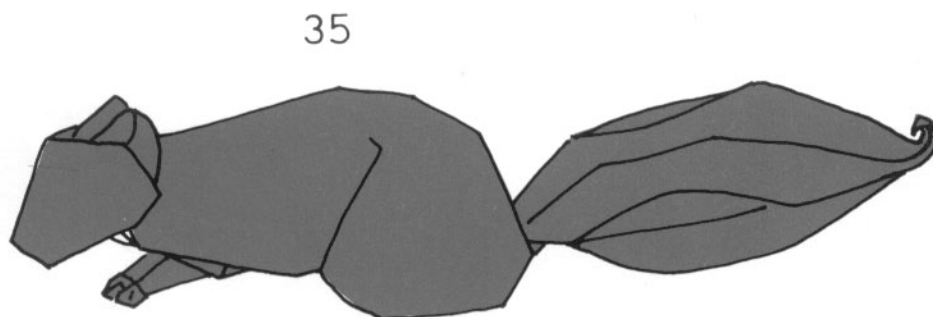
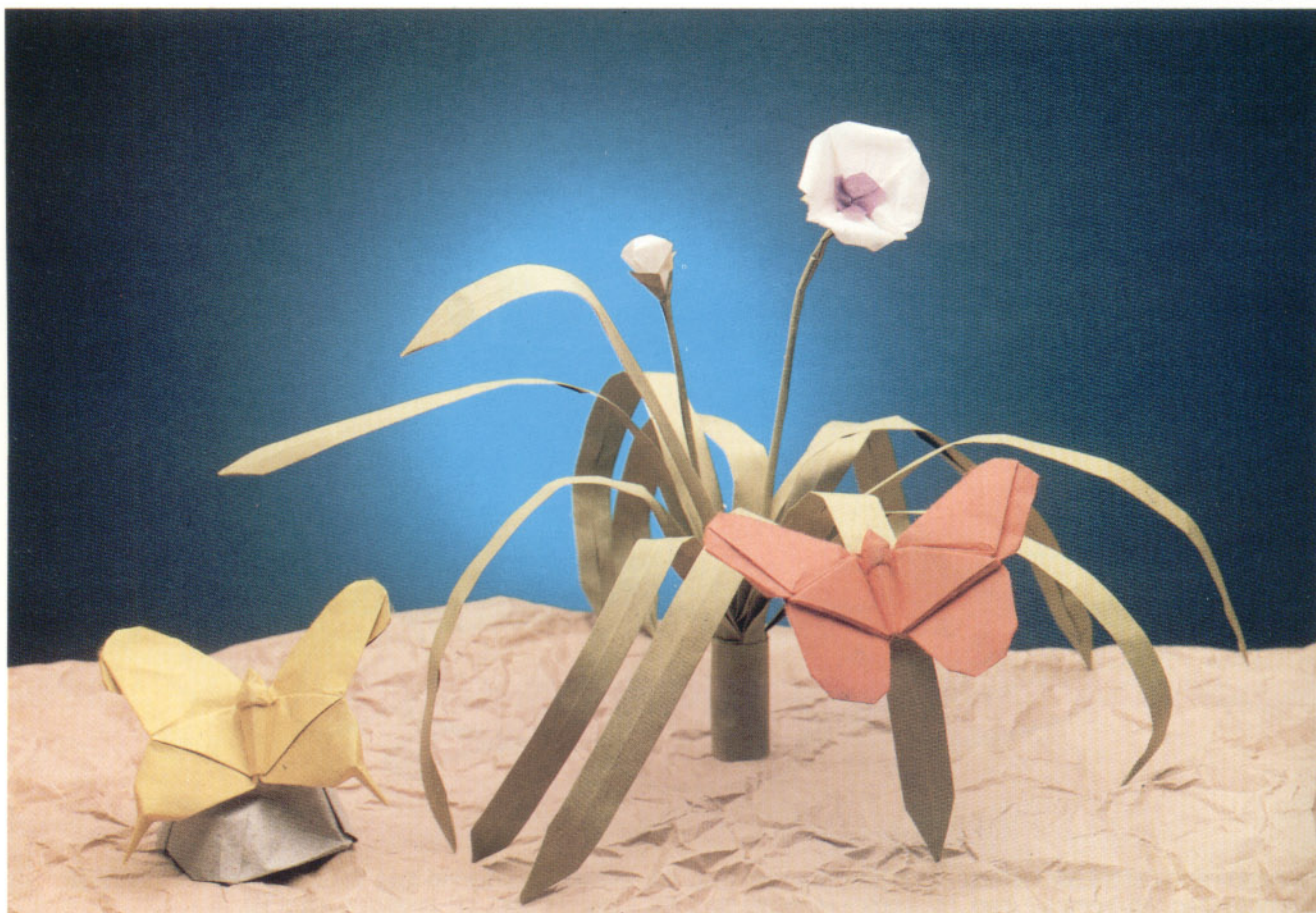
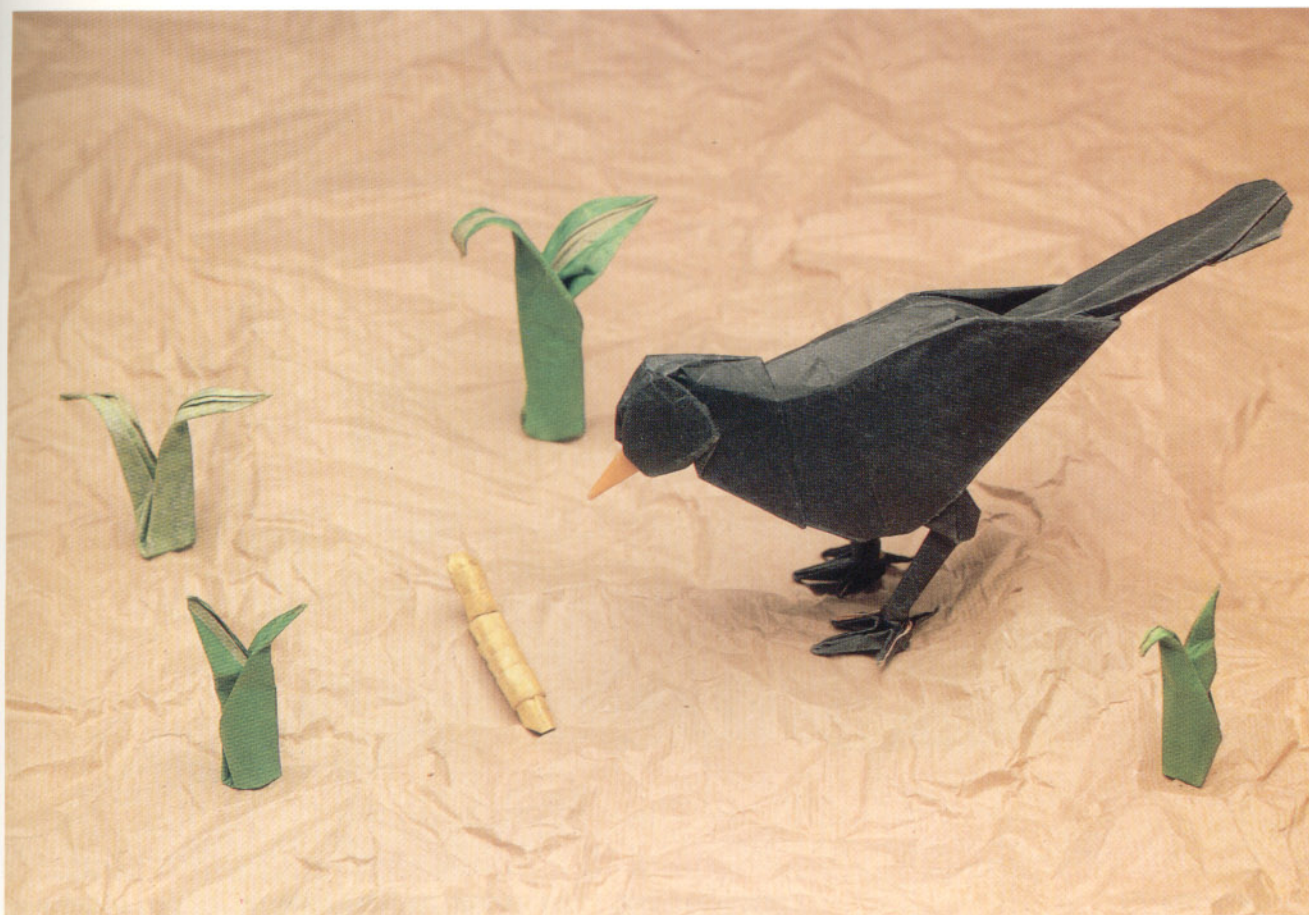
11
12
Questa piega dà tridimensionalità
e fa allargare il corpo
13
Incastrare la testa
14

LO SCOIATTOLO

7
Ripetere per l'altro lato dal passaggio 2 al passaggio 7
8
9
I segni (x) si devono sovrapporre
Così
10
11
12
Ripetere per l'altro lato dal passaggio 8 al passaggio 12

a
13
b
a
14
b
15
16
17
18
I segni (x) si devono sovrapporre
19
Così
20
21
22
23

Tenere in mente i lembi (a) e (b)

Tirare fuori il primo lembo interno, (a)

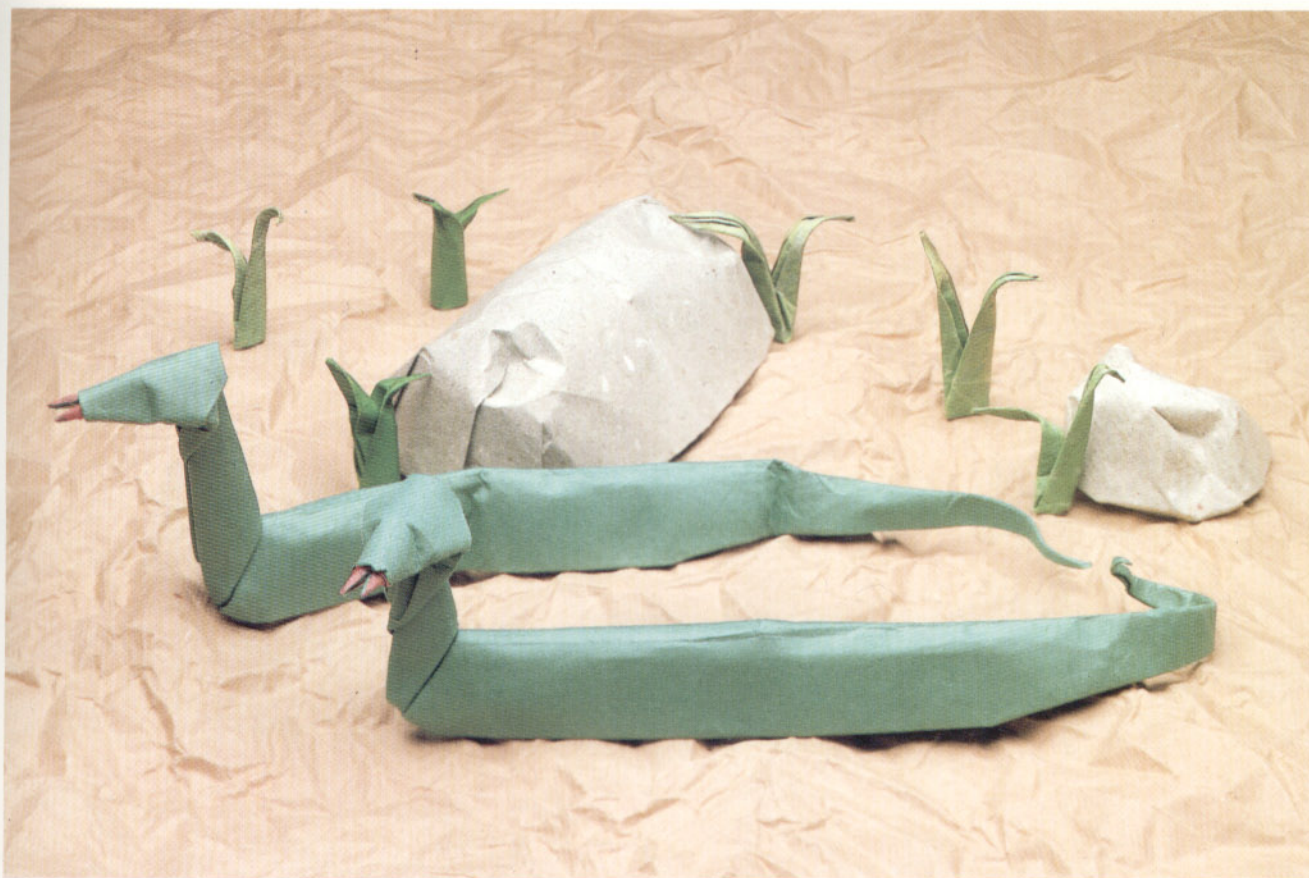
La coda si incurverà un po' ed acquisterà volume

Adesso tirare fuori il secondo lembo interno (b), la coda si incurverà ancora di più e diventerà più voluminosa

Far rientrare il punto (a) per bloccare la piega e ripetere per l'altra metà della coda

Allargare arrotondando le orecchie ed arrotolare la punta della coda

Dal basso verso l'alto: il gamberetto (pag. 26); il granchio (pag. 20); il cavalluccio marino (pag. 23), *a destra* una variante; la conchiglia (pag. 28); il pesce 2 (pag. 14); il pesce tropicale (pag. 18); il pesce 1 (pag. 12); la sardina (pag. 15).

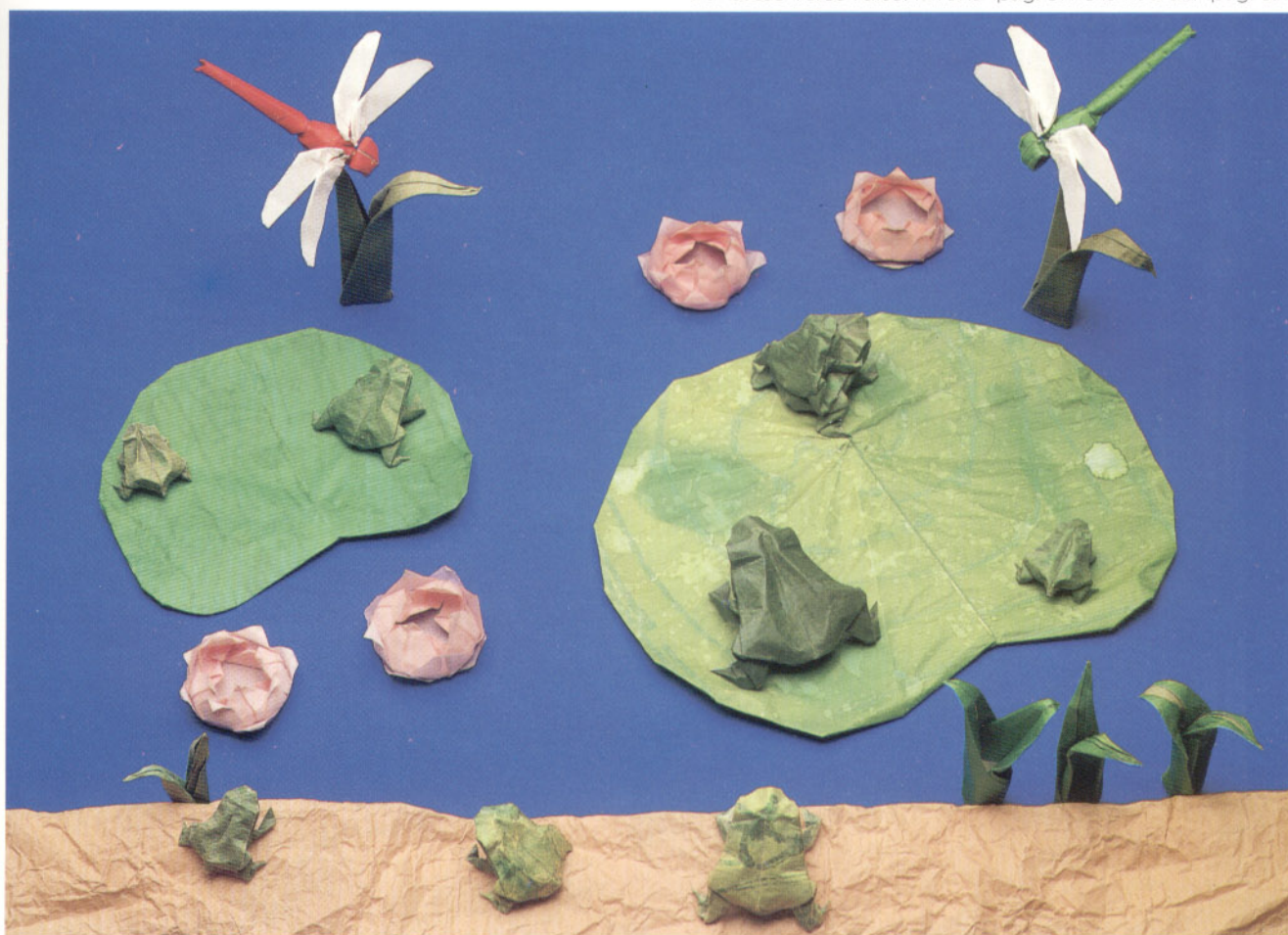
Il pesce volante (pag. 30)

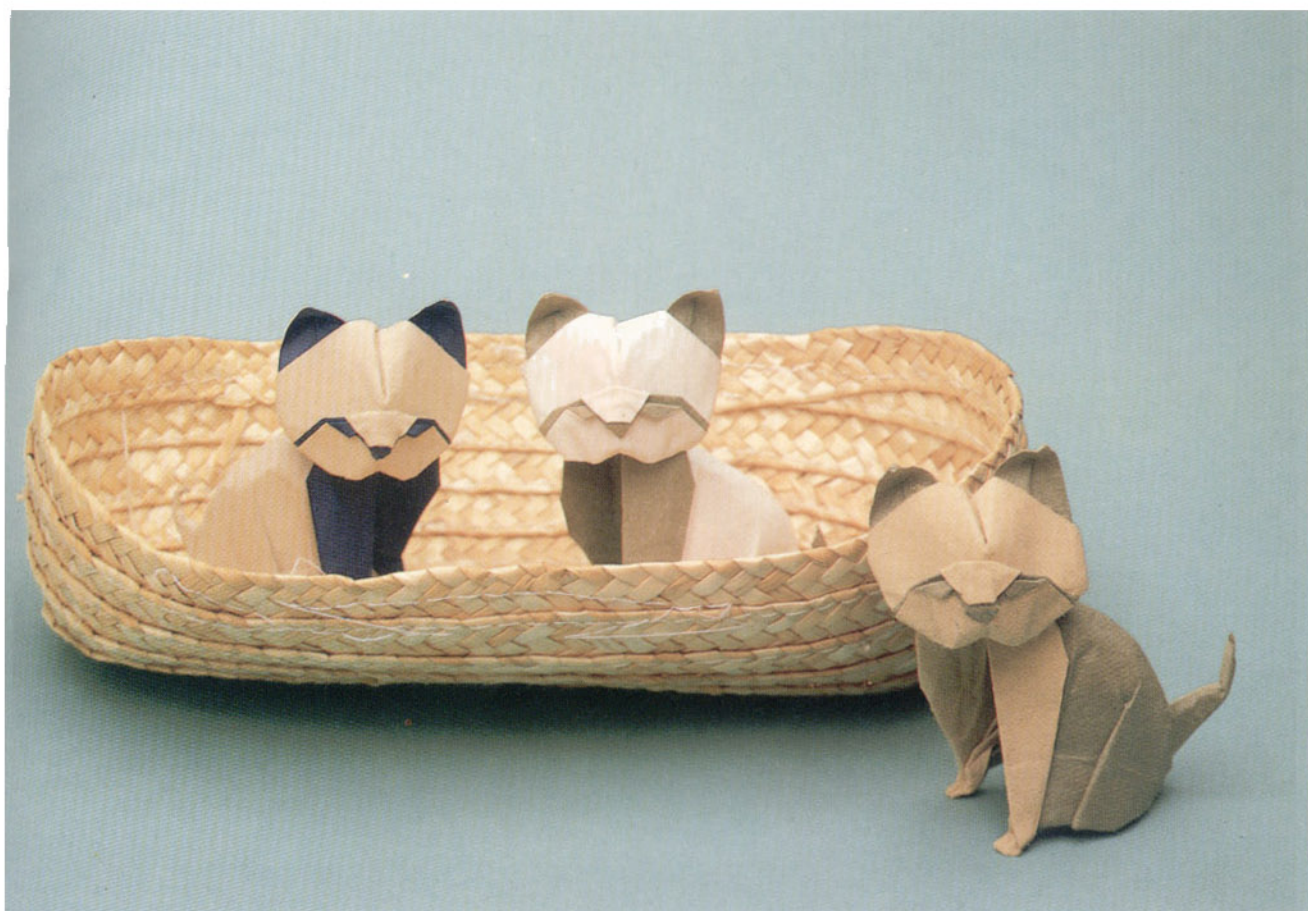
La farfalla (pag. 88)

Il merlo (pag. 105)

Lo scoiattolo (pag. 60)

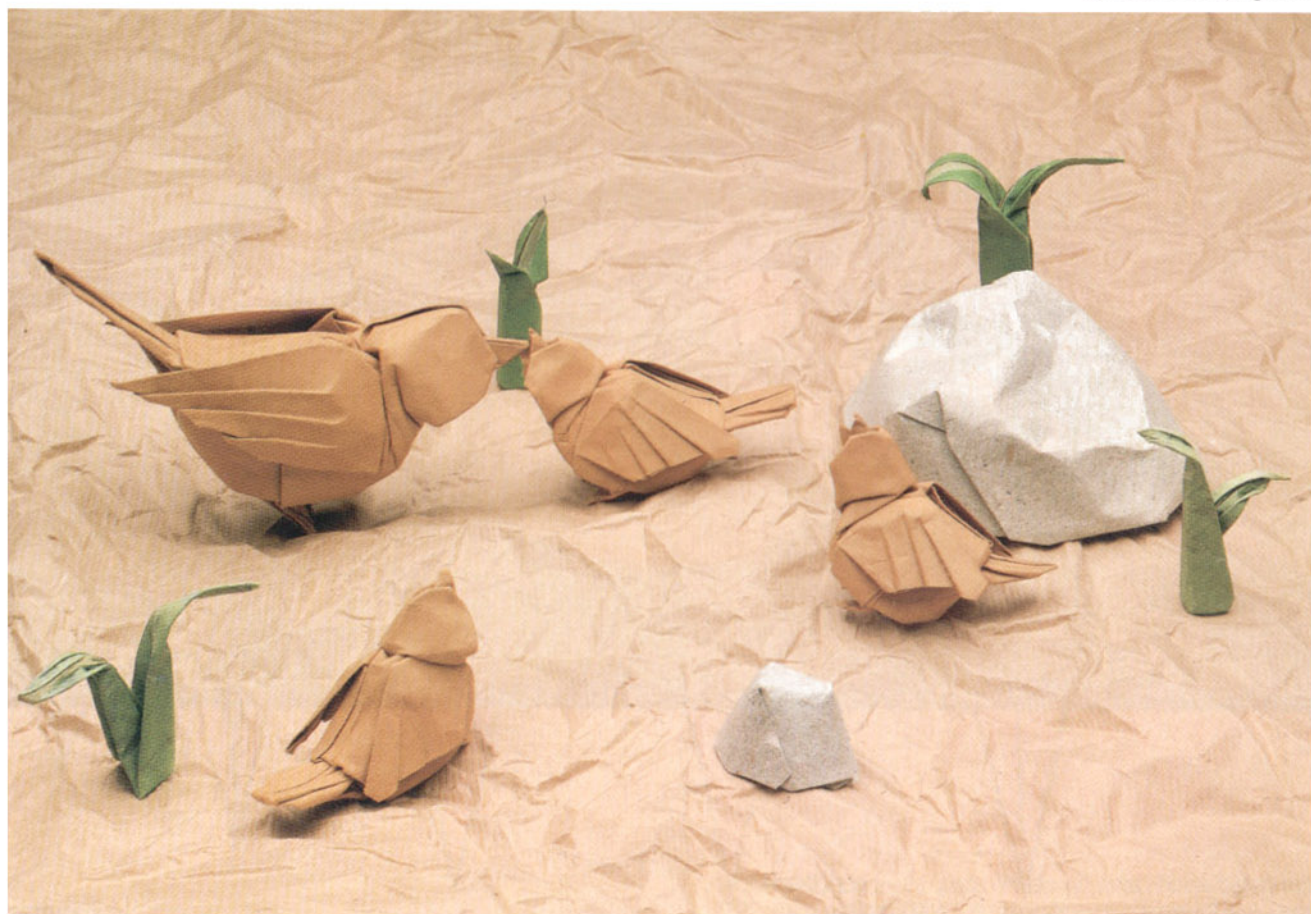
Il topolino (pag. 75)

Il pipistrello 1 (pag. 110): il secondo *dal basso a sinistra*; appese *al centro* alcune varianti. Nell'angolo *a destra* il pipistrello 2 (pag. 116); *sopra in mezzo* ed *in basso a sinistra* alcune varianti.

Il serpentello (pag. 73)

Dal basso verso l'alto: la rana (pag. 37) e la libellula (pag. 92)

Due ragni (pag. 78) e, *in mezzo,*
lo scorpione (pag. 48).

Dal basso verso l'alto: la chiocciola 2 (pag. 46); l'onisco (pag. 40),
in basso a destra una variante arrotolata;
il millepiedi (pag. 43); la chiocciola 1 (pag. 45), *a destra* una variante.

i gattino (pagg. 56/59)

Il passerotto (pag. 102)

Dal basso verso l'alto: l'uccellino (pag. 98); il pappagallino (pag. 96); il passero in volo (pag. 99) e la rondine (pag. 101)

IL SERPENTELLO

Iniziare con un quadrato con due angoli opposti portati al centro

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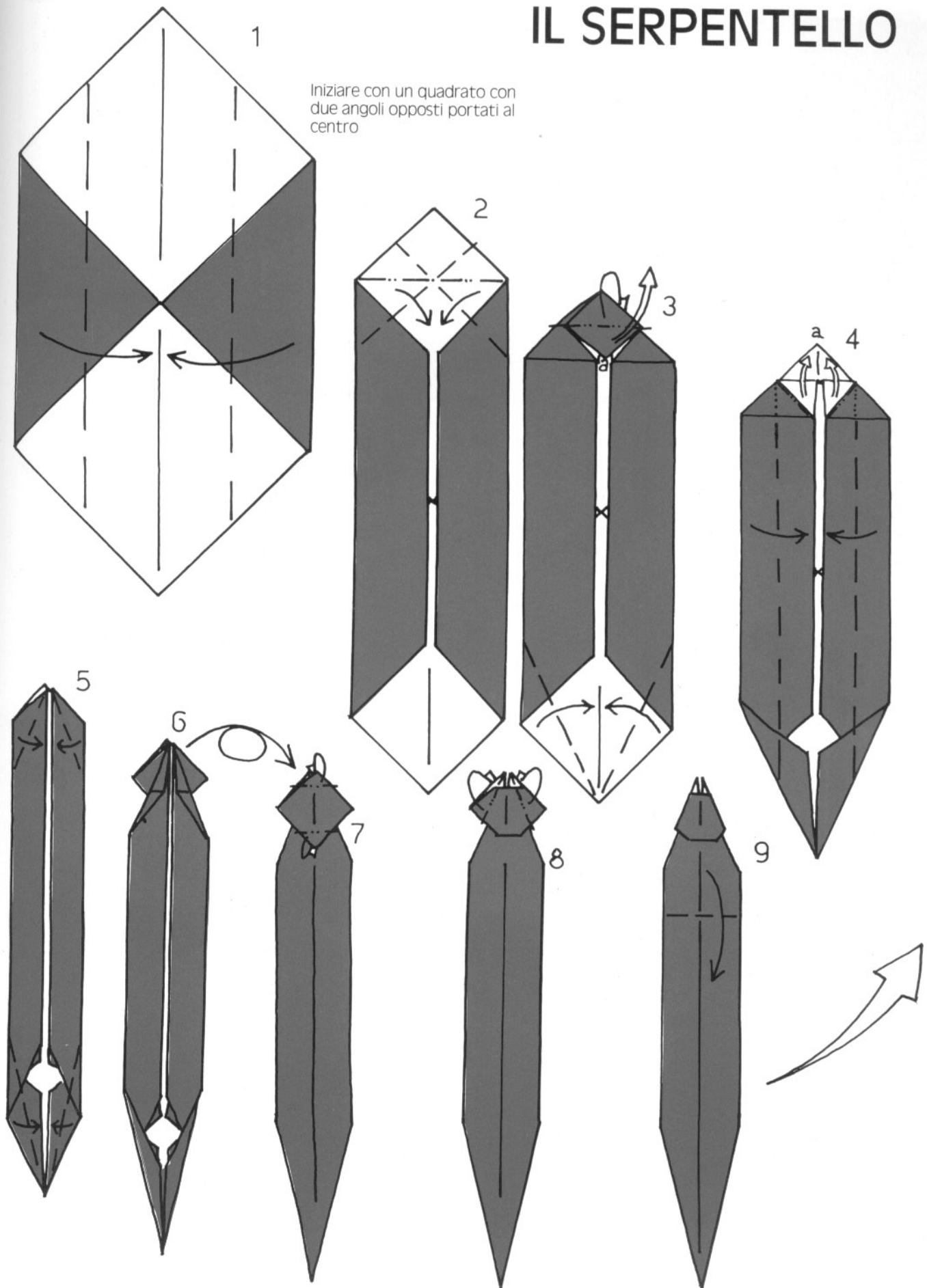
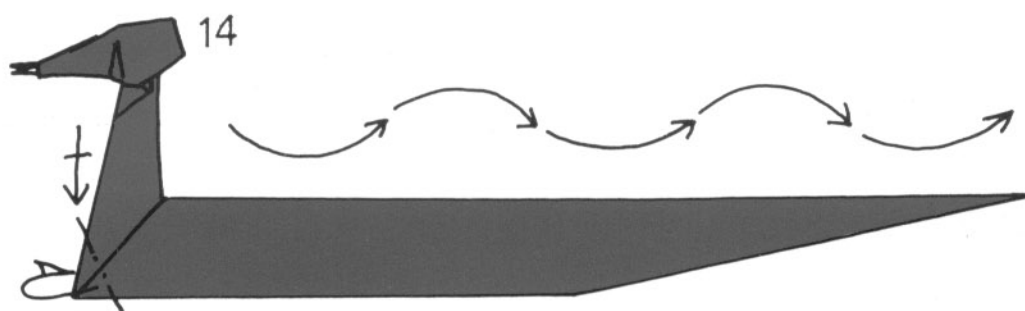
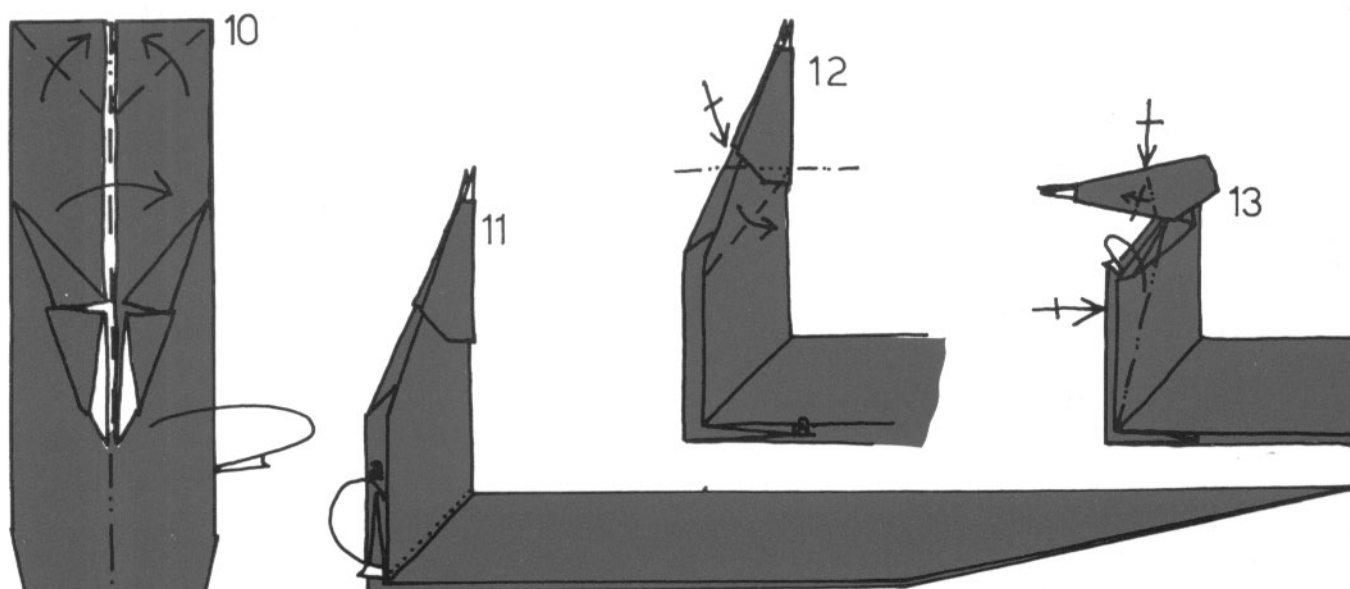
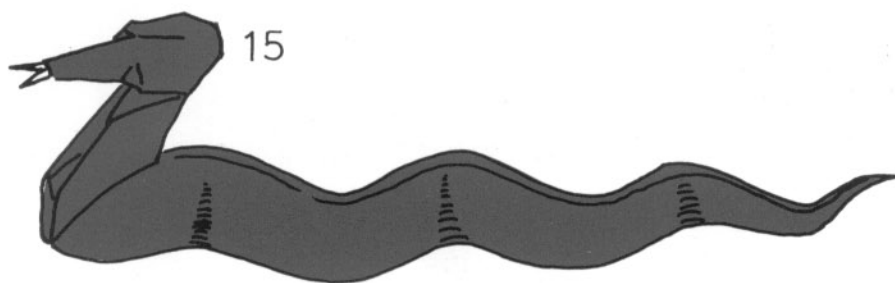
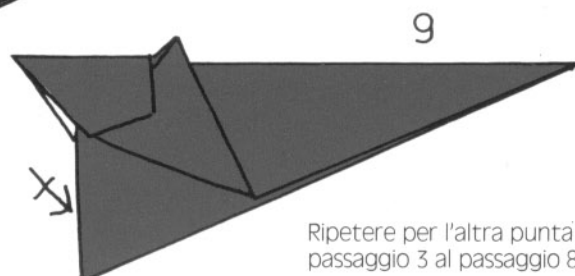
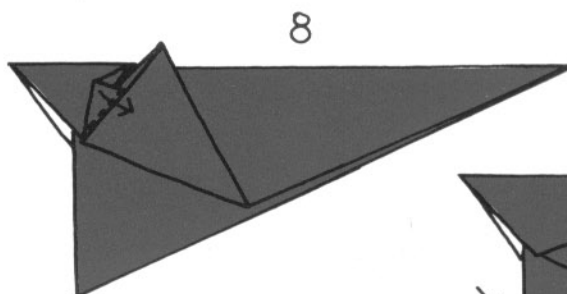
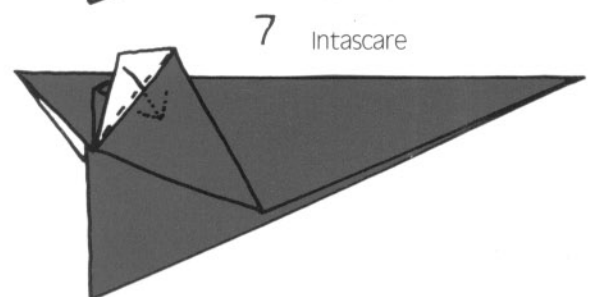
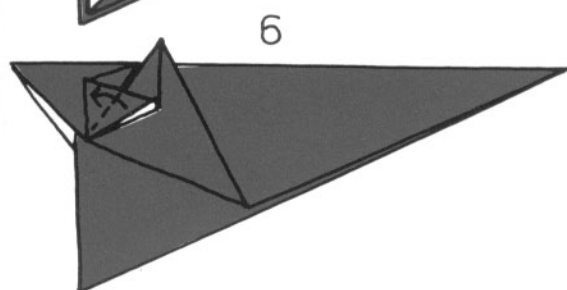
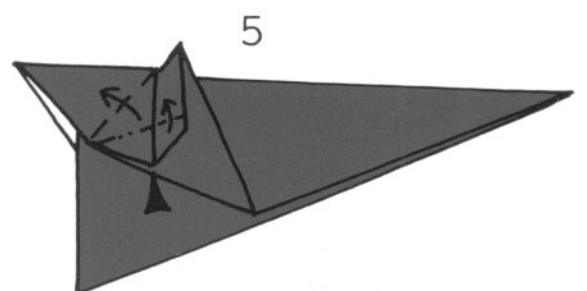
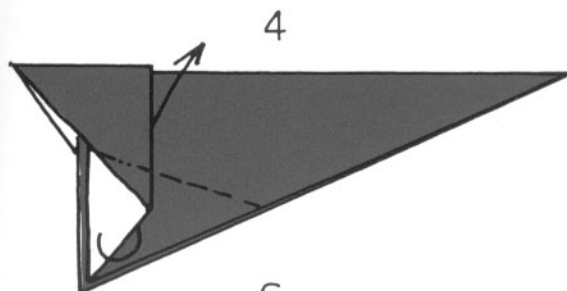
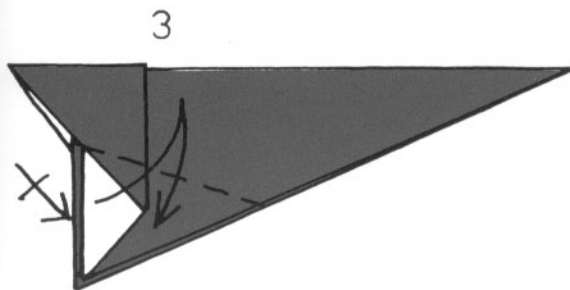
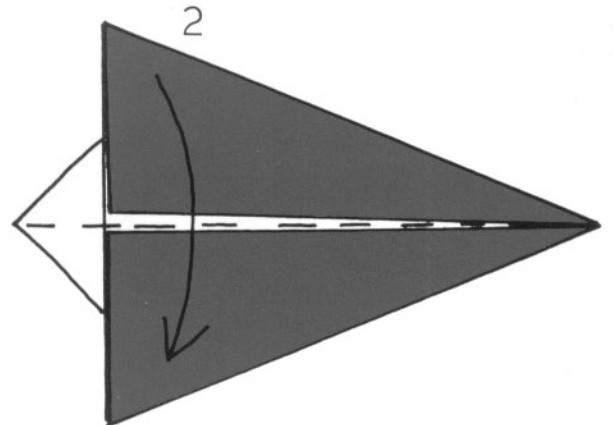
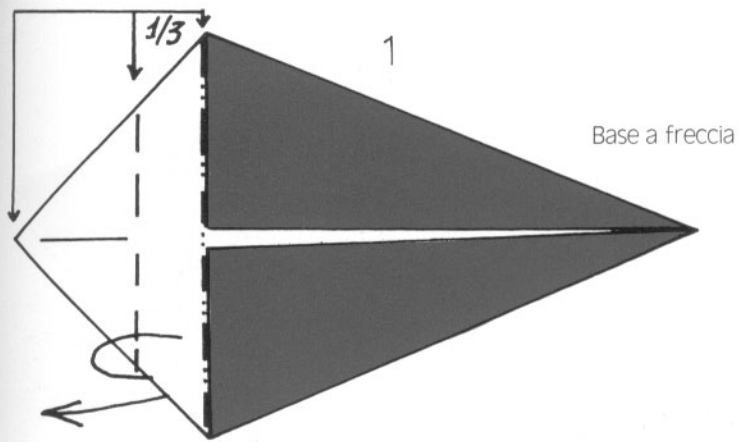

Divaricare le due punte che formano
la lingua ed ondulare il corpo

IL TOPOLINO

1/3
1
Base a freccia
2
3
4
5
6
7
Intascare
8
9
Ripetere per l'altra punta dal passaggio 3 al passaggio 8

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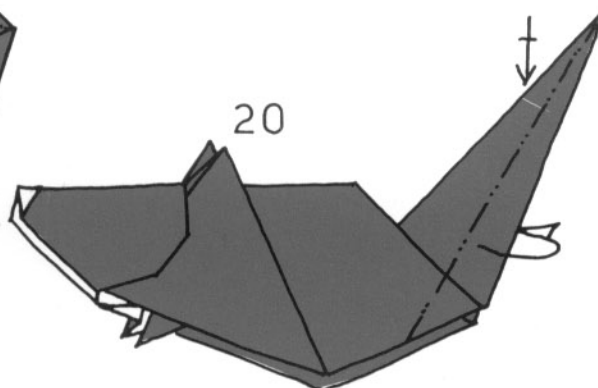
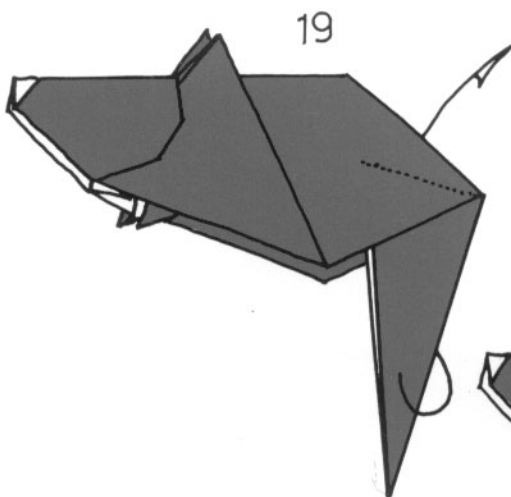
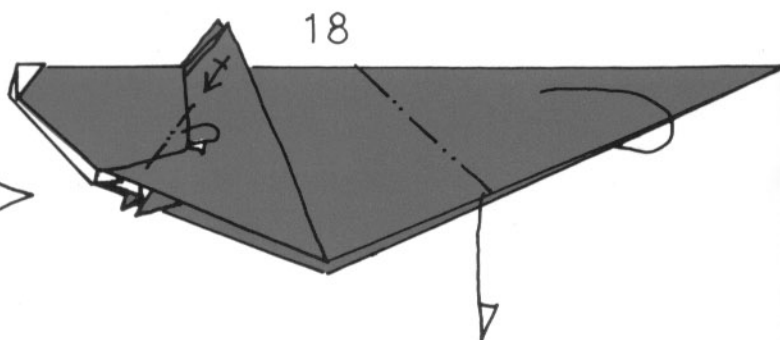
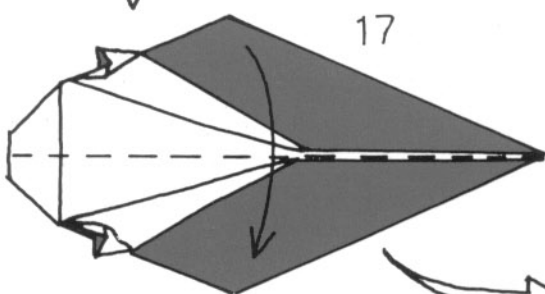
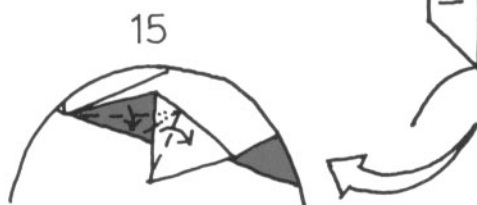
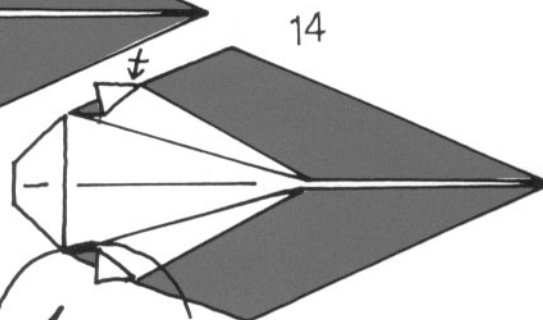
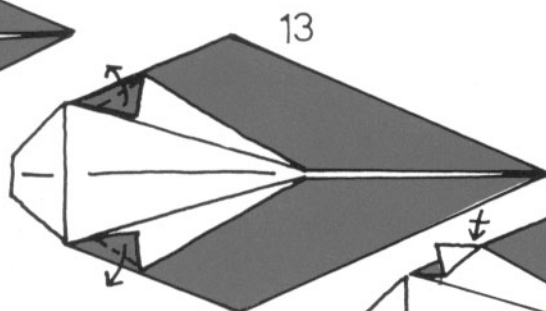
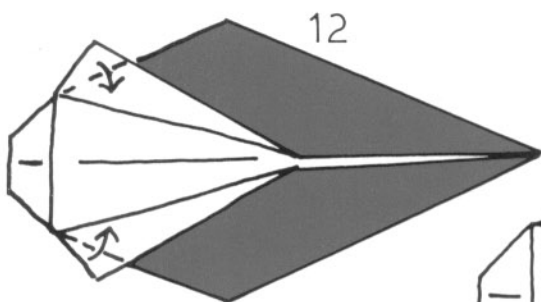
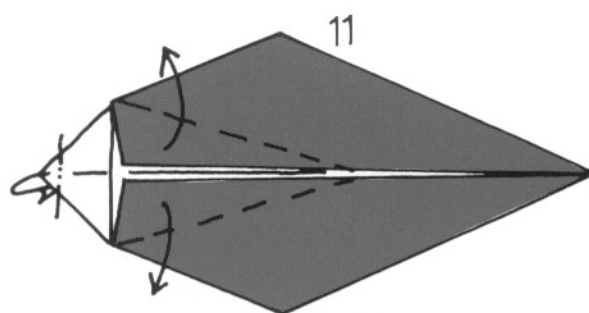
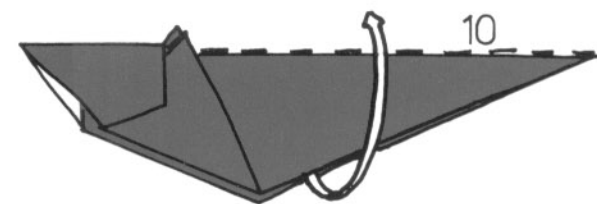
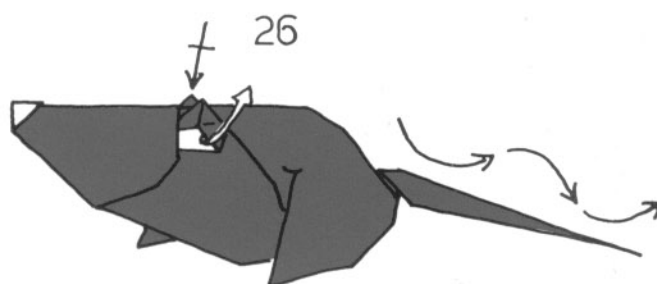
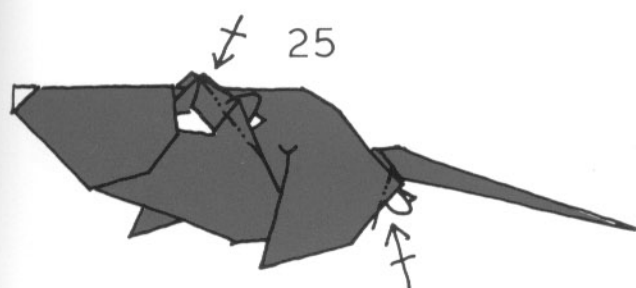
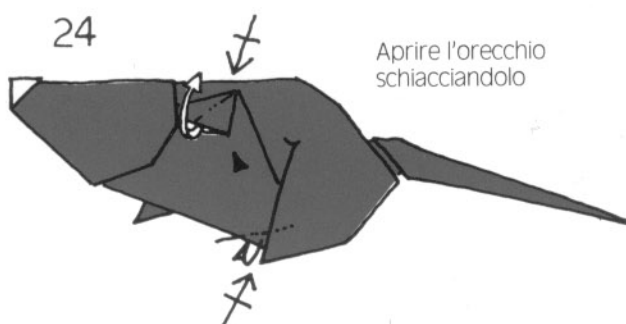
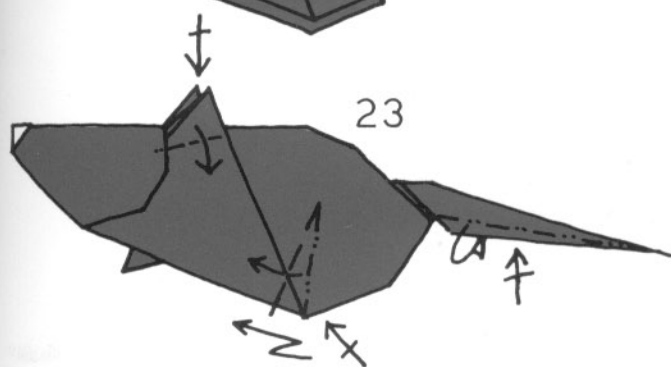
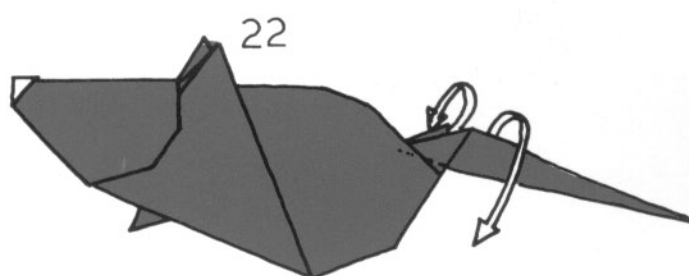
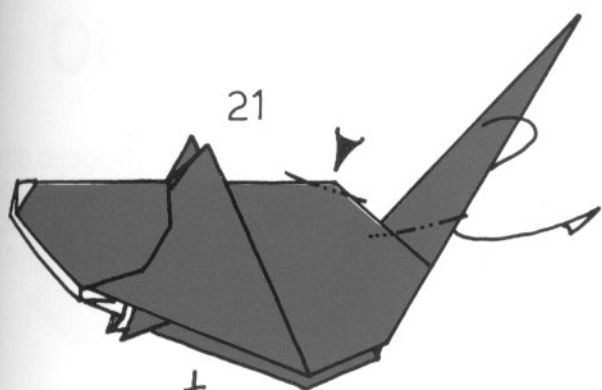
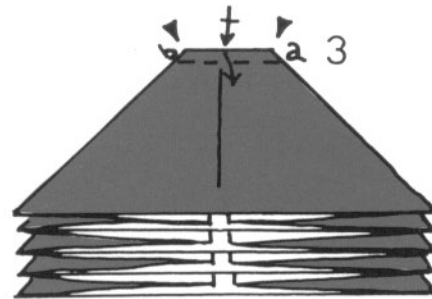
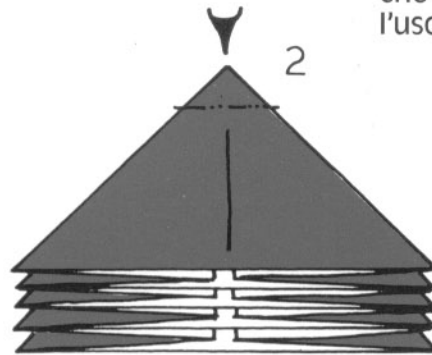
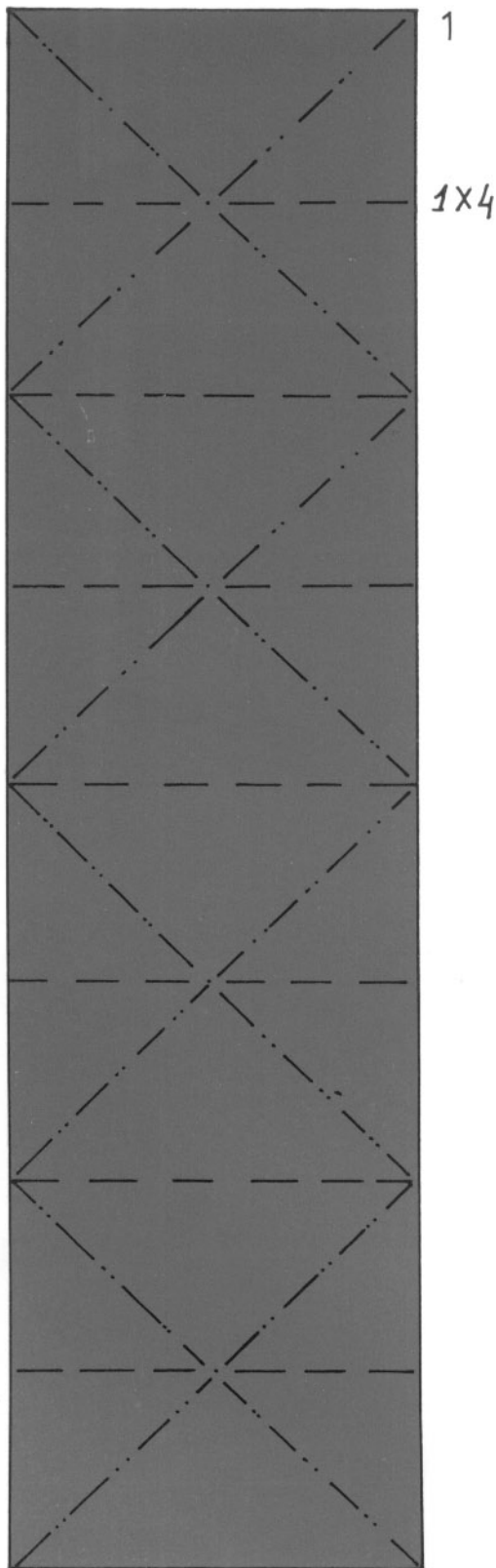
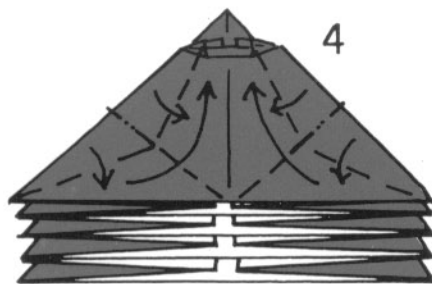
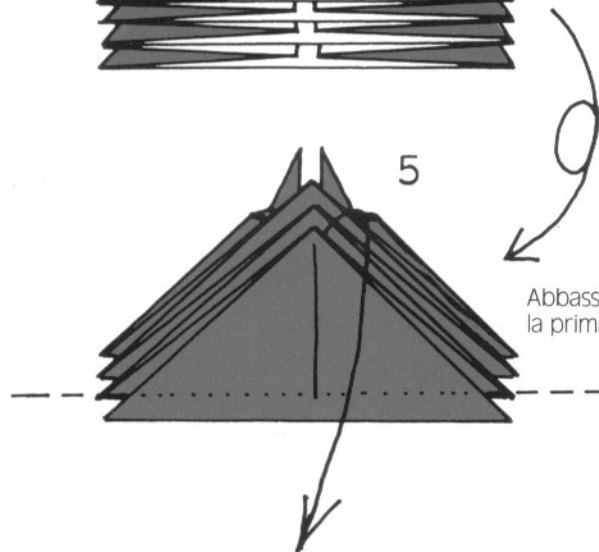
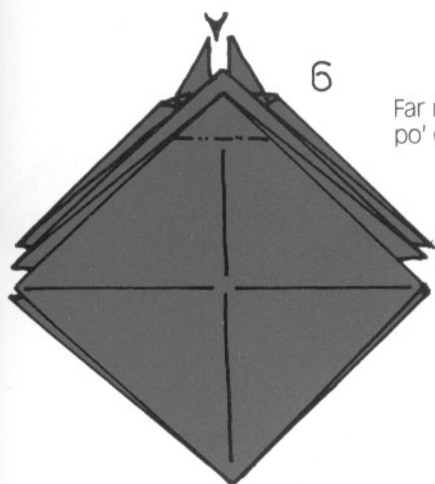
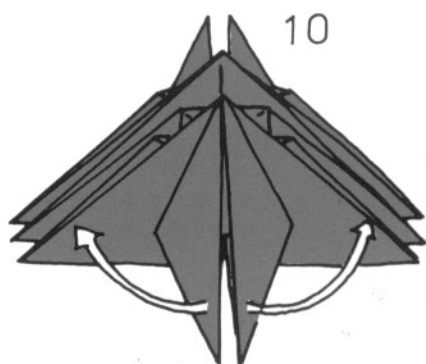
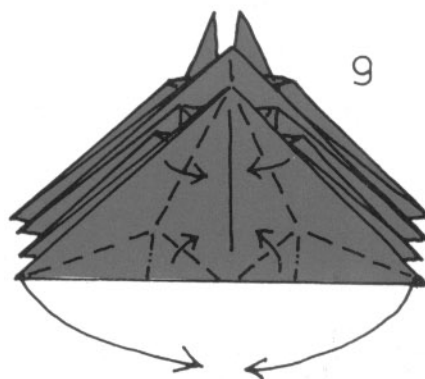
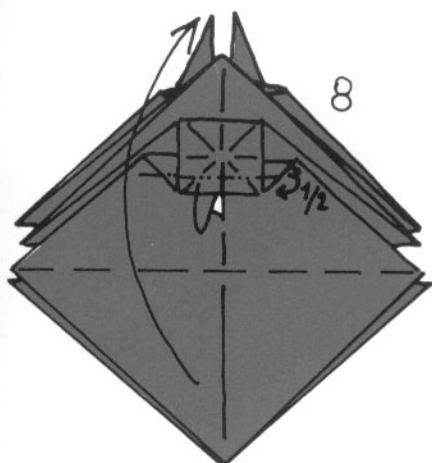
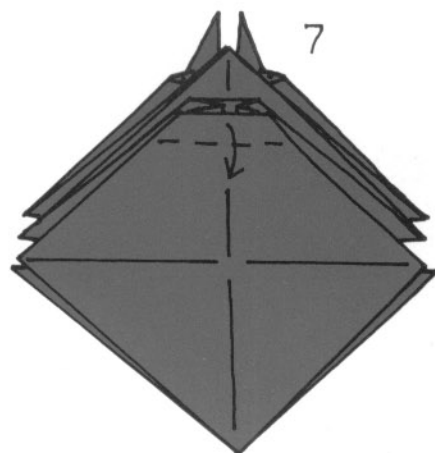
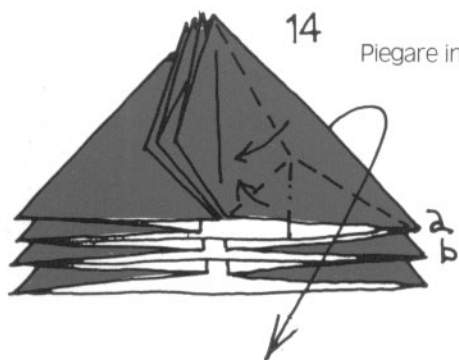
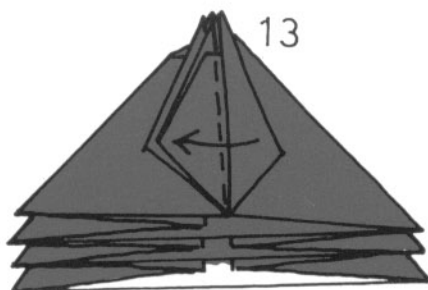
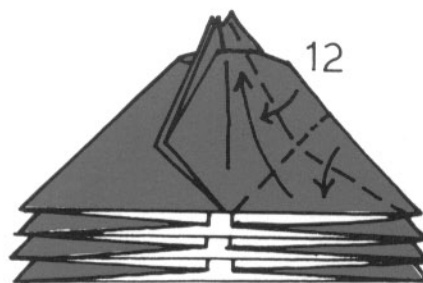
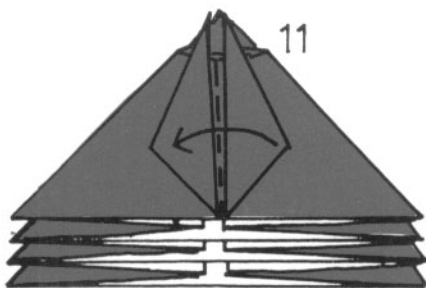
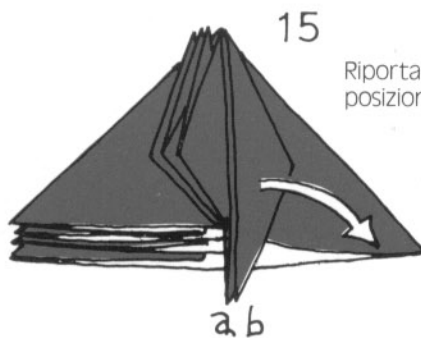
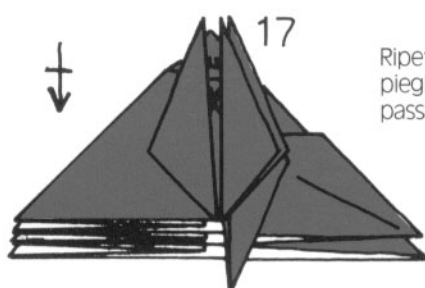
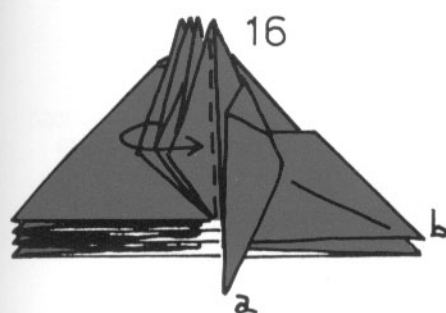
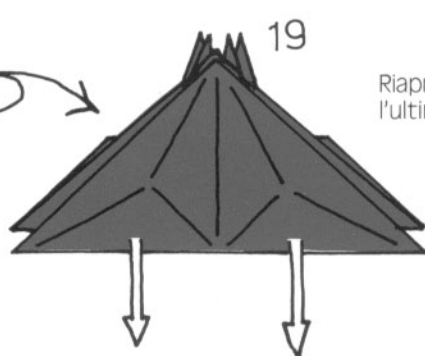
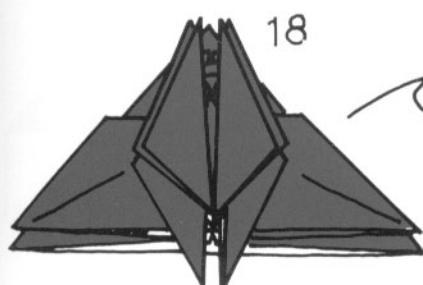
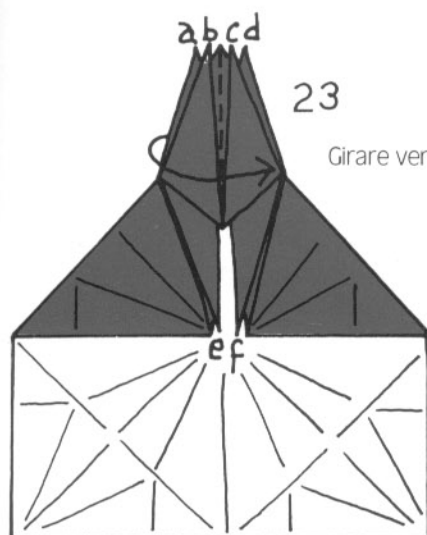
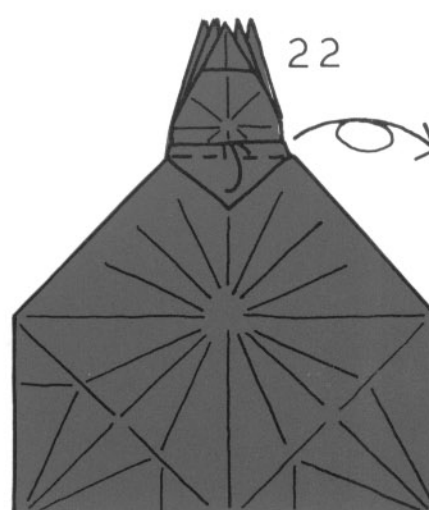
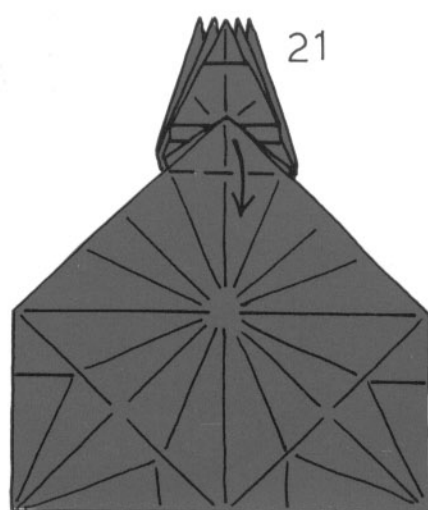
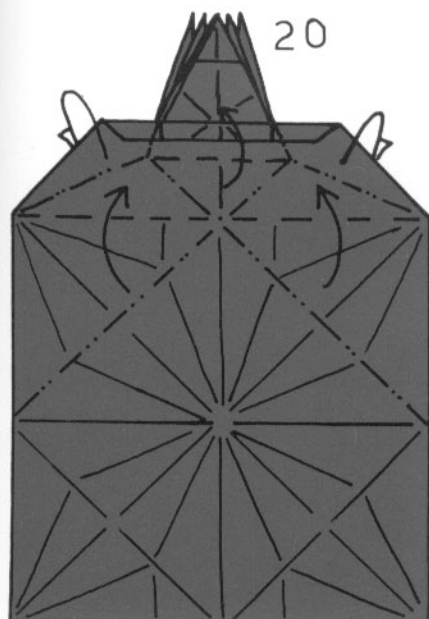
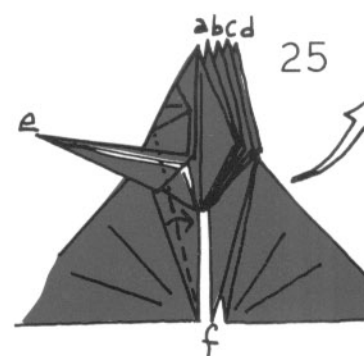
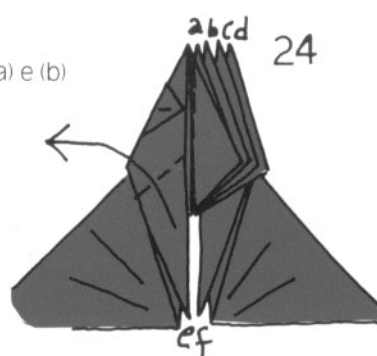
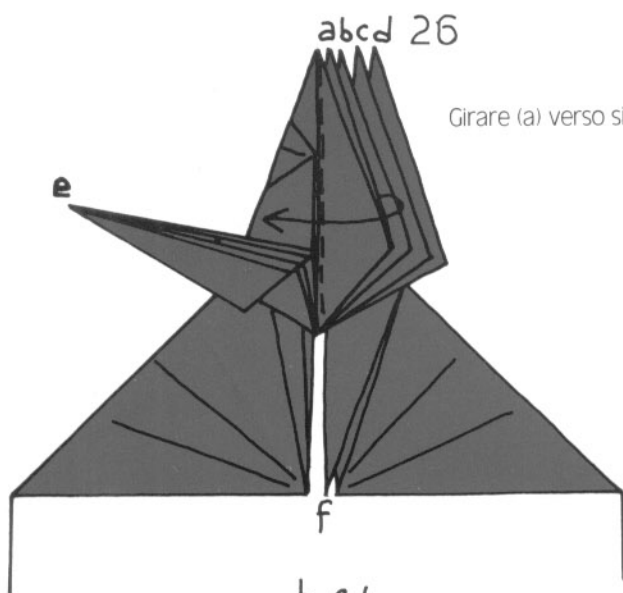
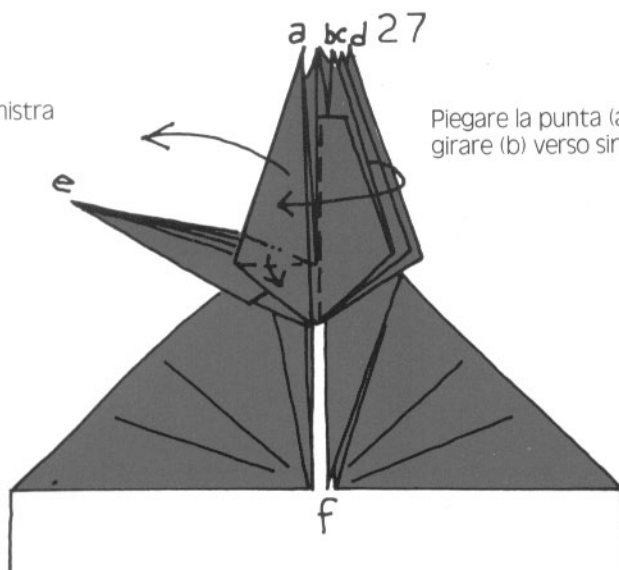
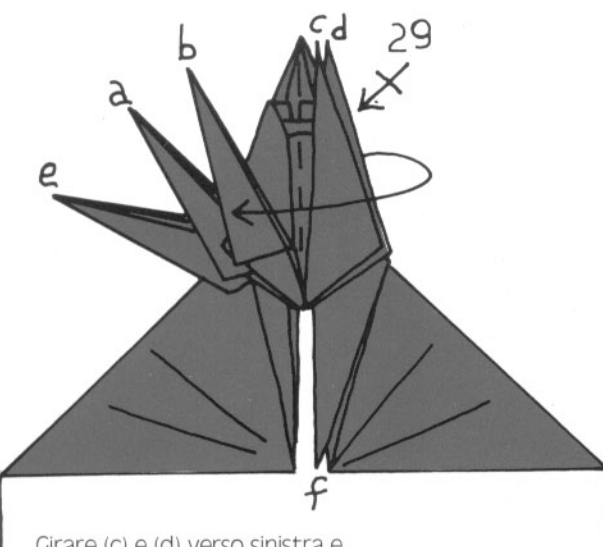
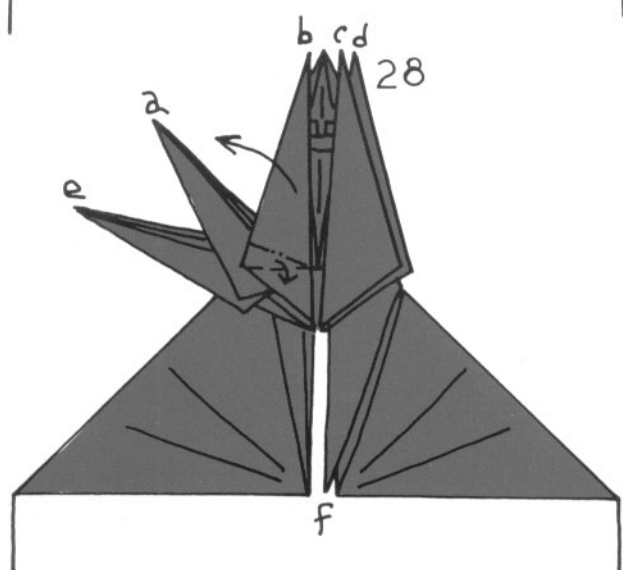
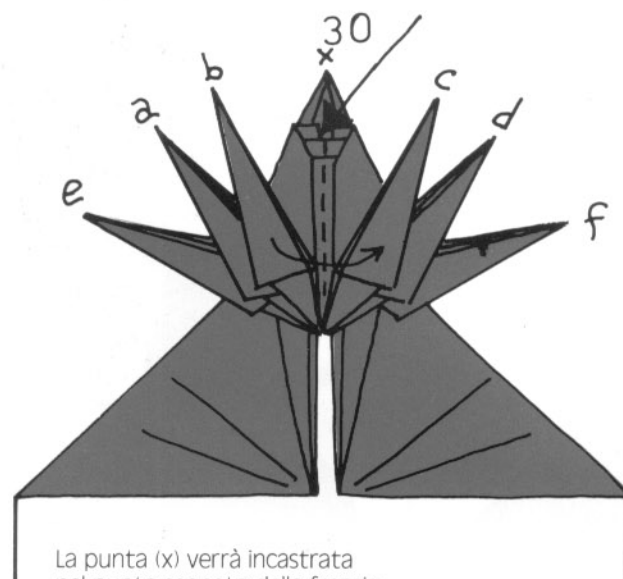
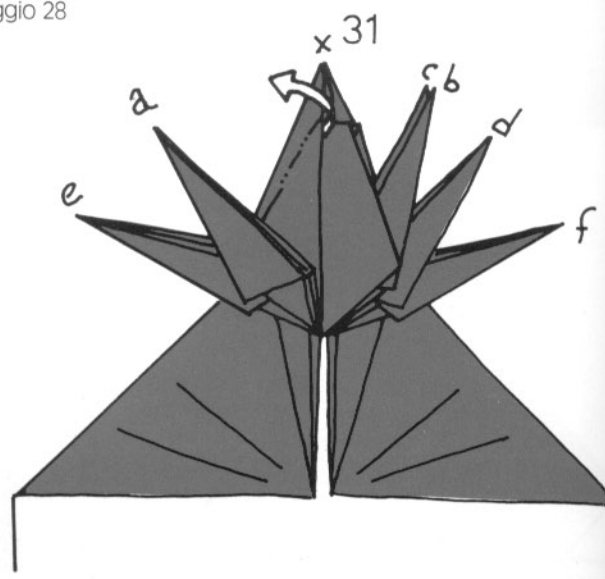
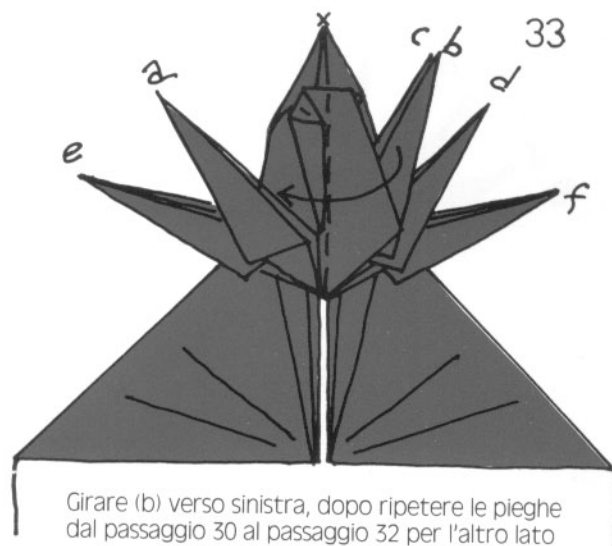
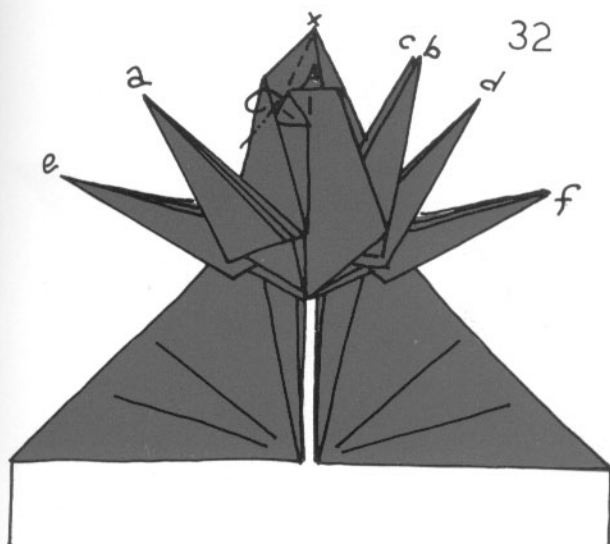
24
Aprire l'orecchio schiacciandolo
25
26
Arrotondare le orecchie alzandole ed ondulare la coda
27

IL RAGNO

Si tratta di un modello difficile come lo scorpione; anche per questo consiglio l'uso di carta metallizzata.

Piegare a valle schiacciando gli angolini (a) e (b), ripetere dietro

Piegare e riportare nella posizione iniziale poi girare

Abbassare completamente la prima punta

Far rientrare la punta, ma un po' di più che nella fig. 2

Riportare le punte nella posizione iniziale e girare la figura

Piegare insieme le punte (a) e (b)

Riportare la punta (b) nella posizione iniziale

16
17
Ripetere per l'altro lato le pieghe dal passaggio 11 al passaggio 16
a
b
18
19
Riaprire completamente l'ultima base
20
21
22
abcd
23
Girare verso destra (a) e (b)
ef
abcd
24
ef
abcd
25
e
f

Girare (a) verso sinistra

Piegare la punta (a), dopo girare (b) verso sinistra

Girare (c) e (d) verso sinistra e ripetere per l'altro lato le pieghe dal passaggio 24 al passaggio 28

La punta (x) verrà incastrata nel punto segnato dalla freccia

32
x
a
cb
d
e
f
33
Girare (b) verso sinistra, dopo ripetere le pieghe dal passaggio 30 al passaggio 32 per l'altro lato
34
35
36
Girare (a) e (c)
37
Assottigliare (b)

38

Girare (a)

39

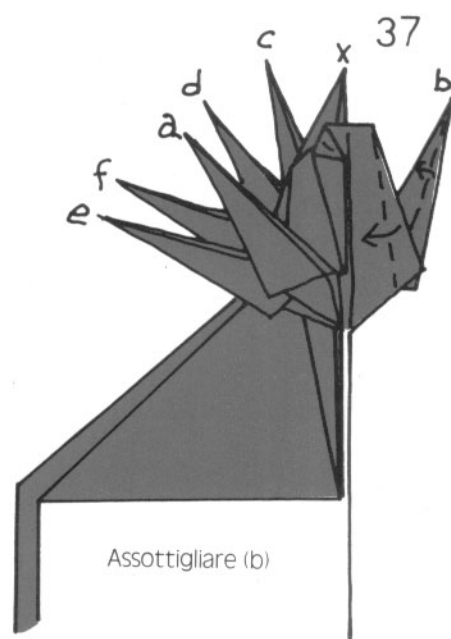
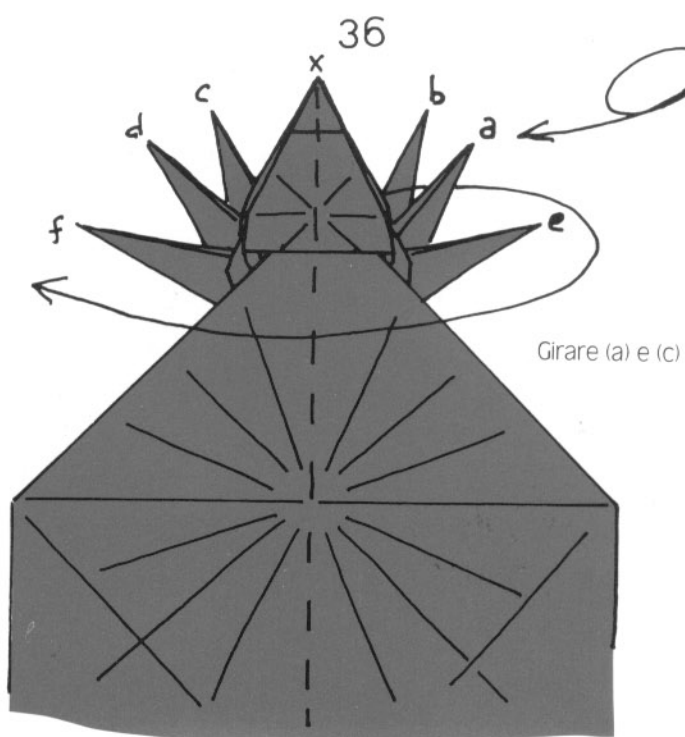
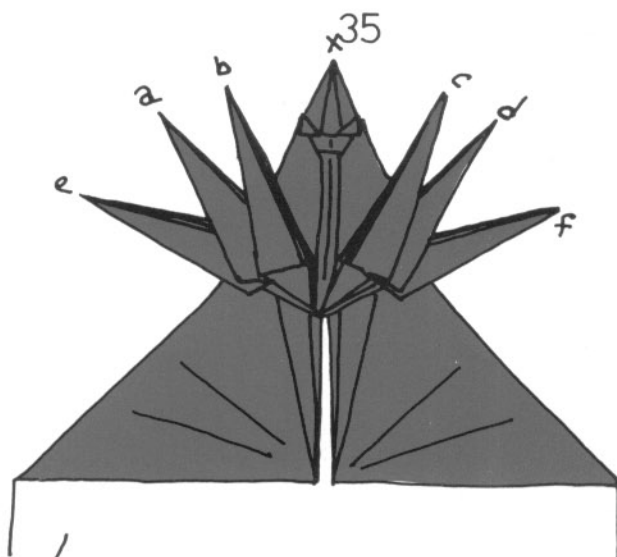
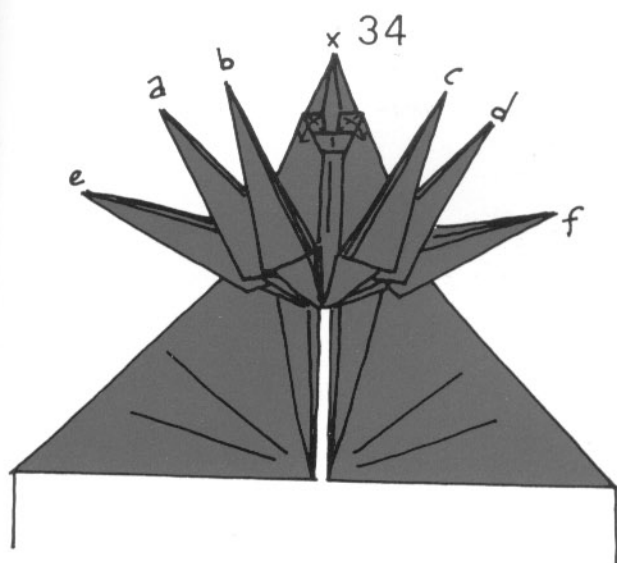
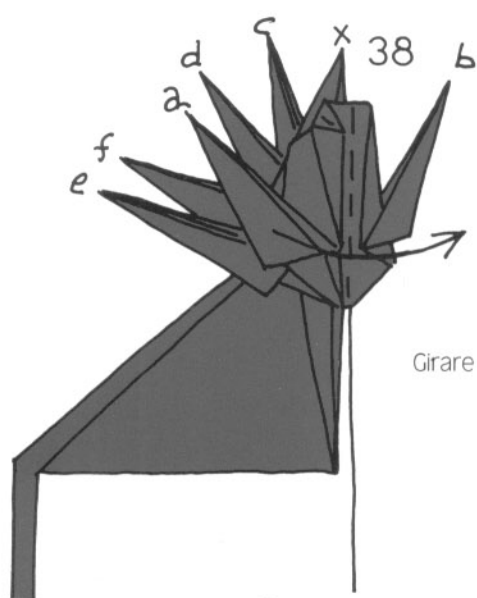
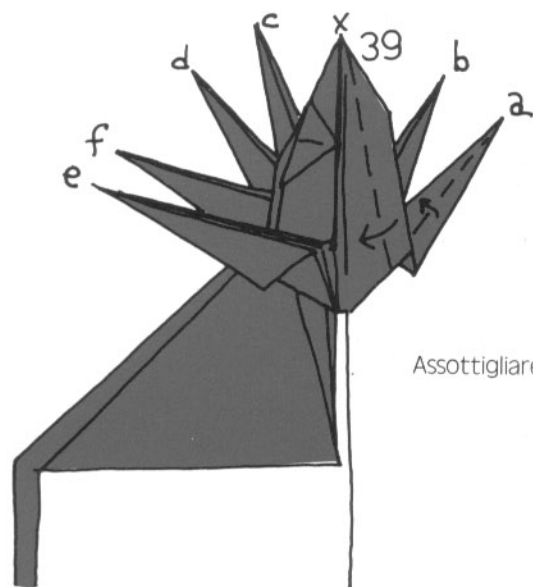
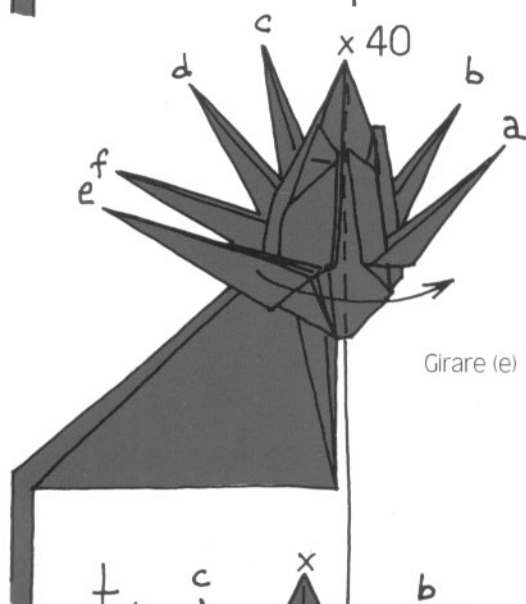
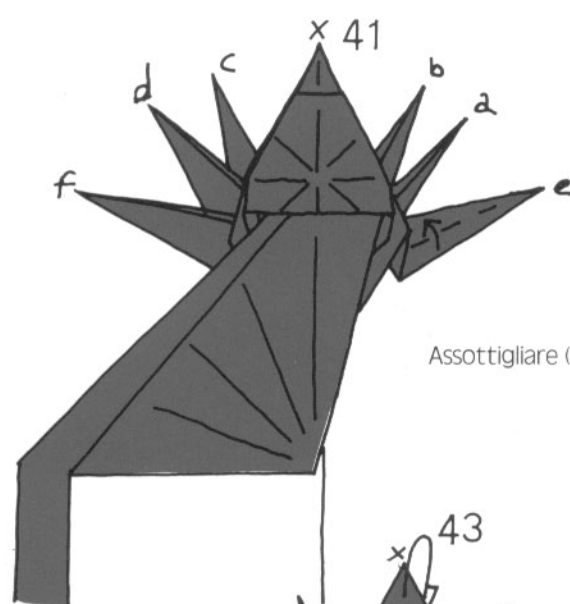
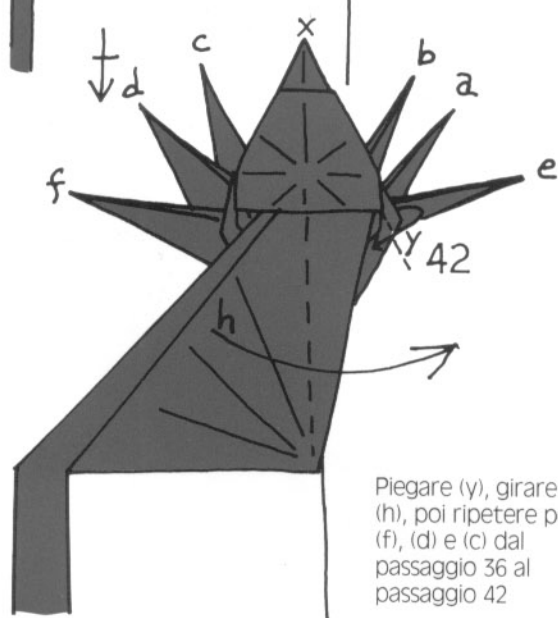
Assottigliare (a)

40

Girare (e)

41

Assottigliare (e)

42

Piegare (y), girare (h), poi ripetere per (f), (d) e (c) dal passaggio 36 al passaggio 42

43

Incastrare (x) nel punto segnato alla fig. 30

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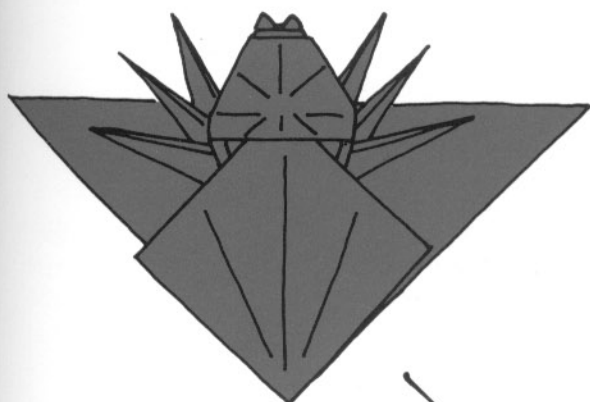
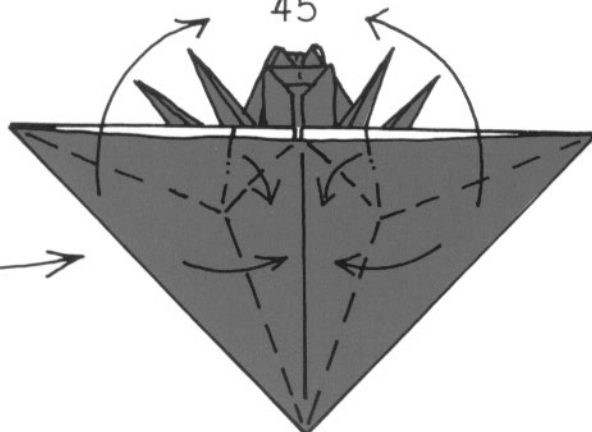
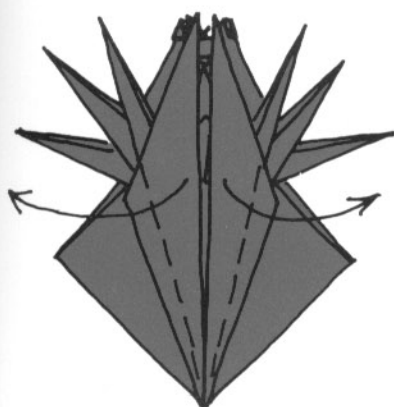
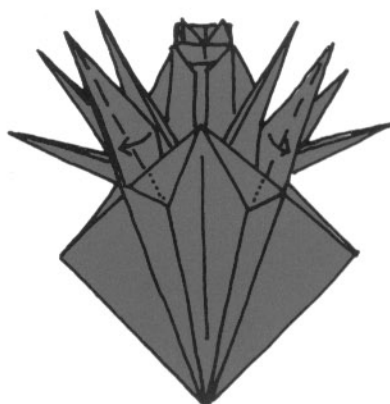
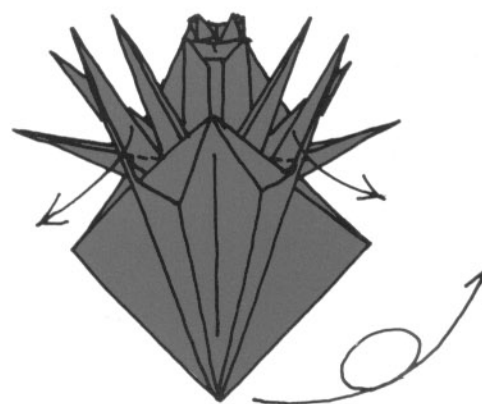
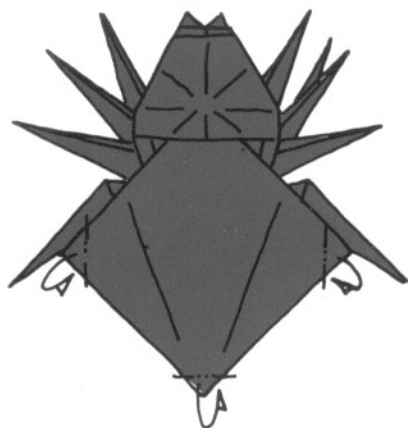
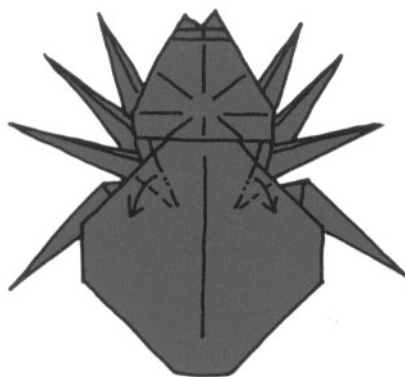
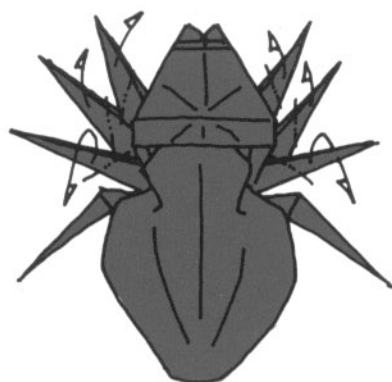
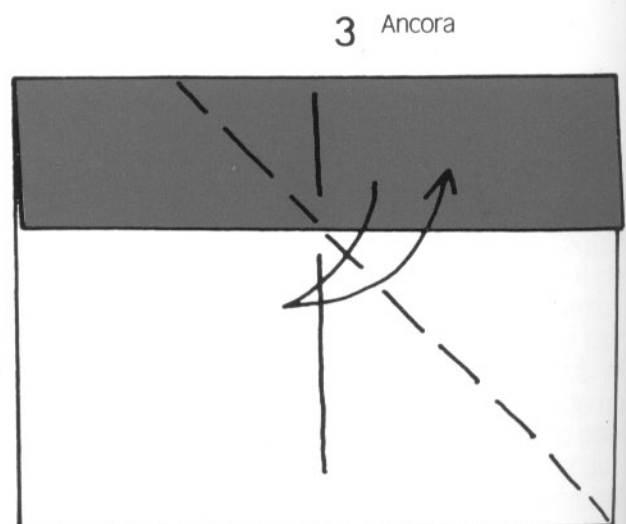
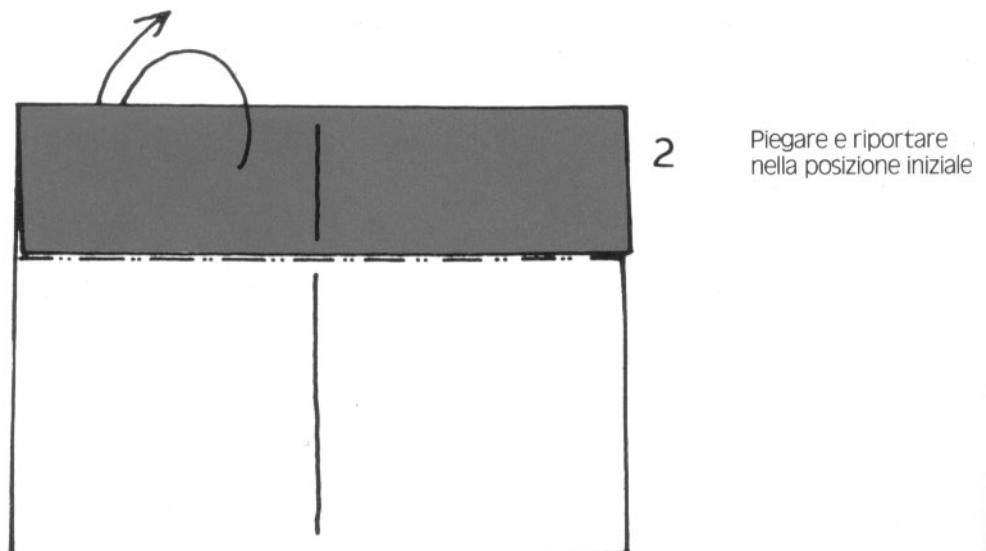
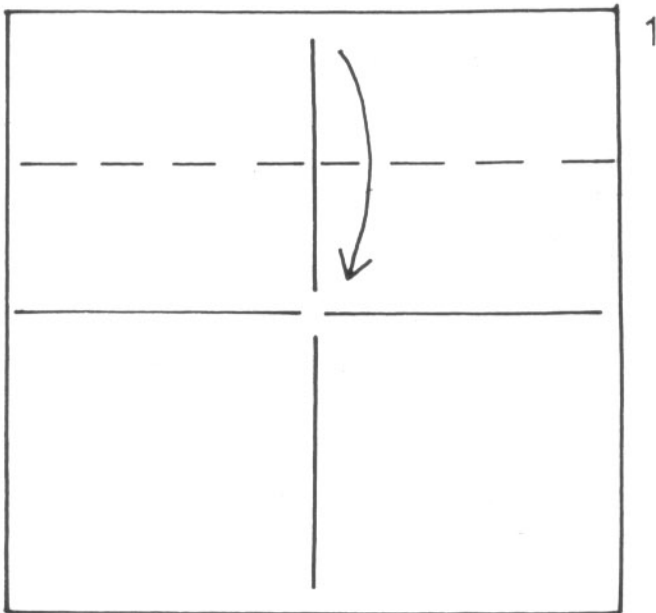
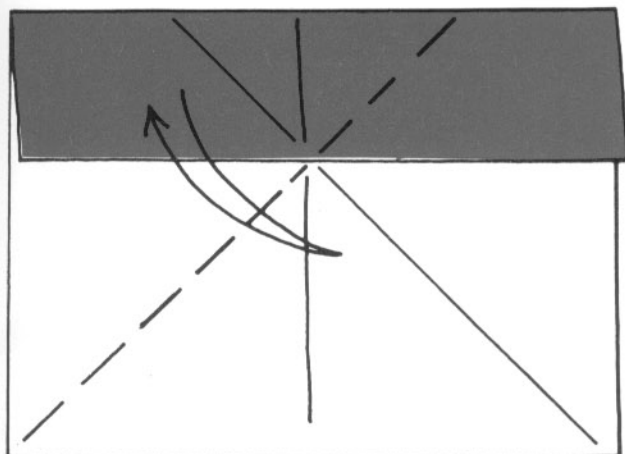
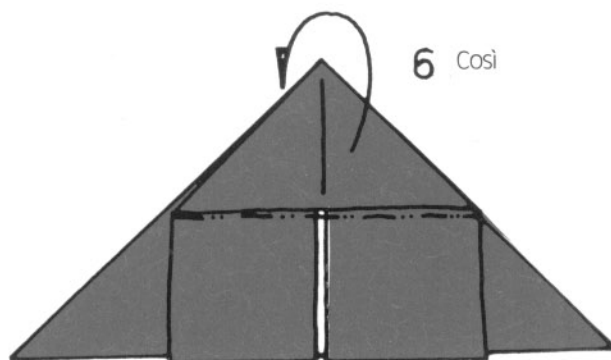
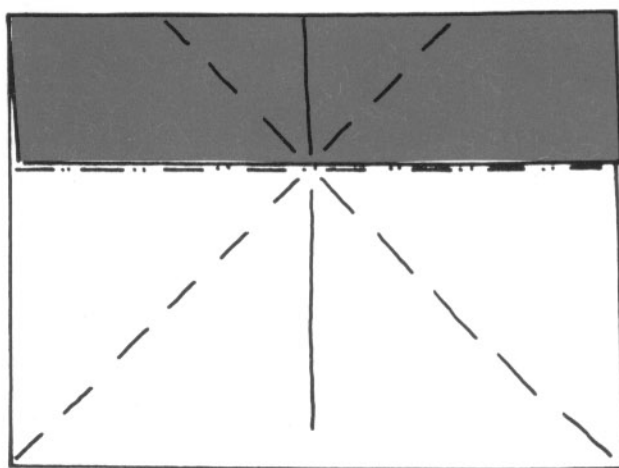
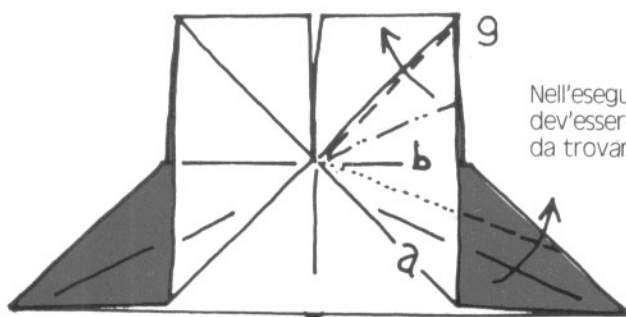
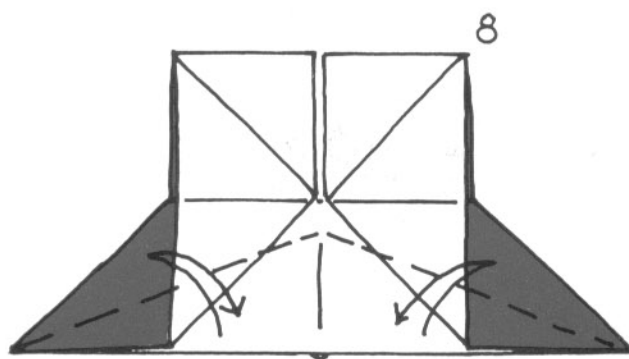
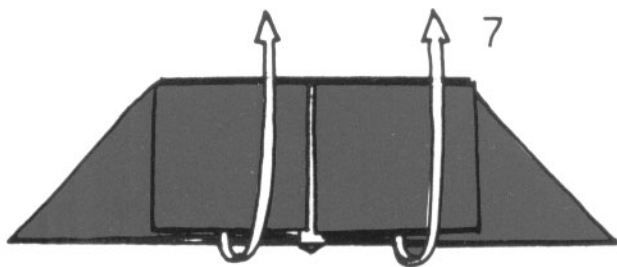
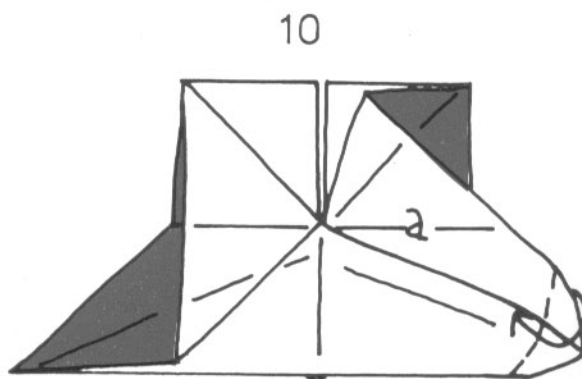
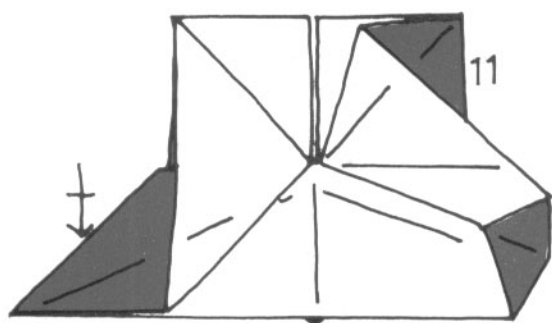
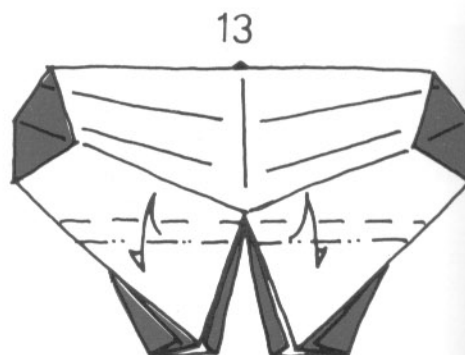
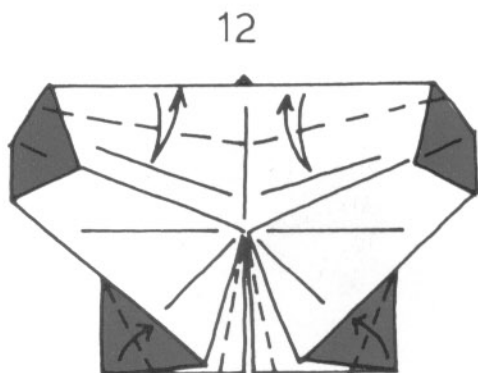
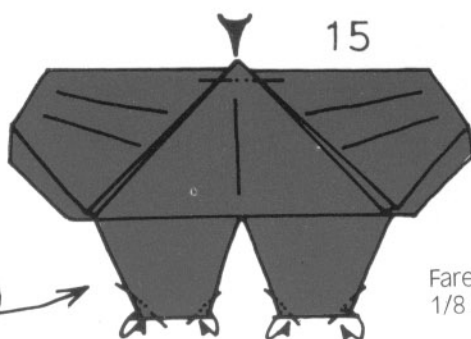
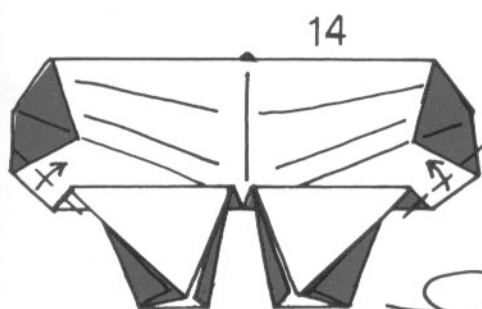
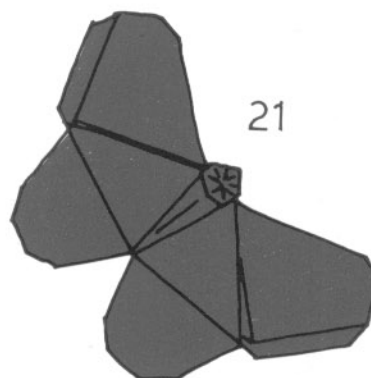
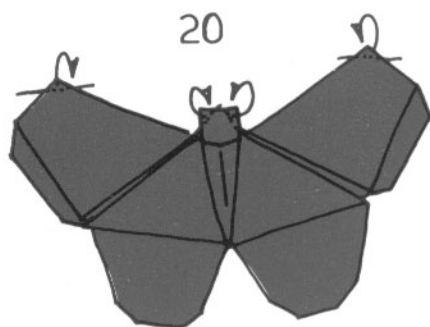
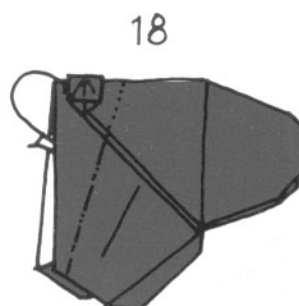
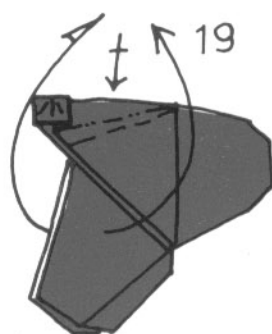
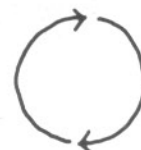
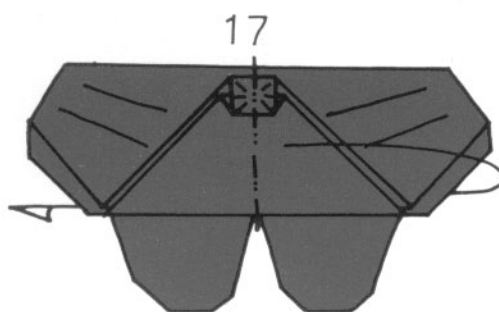
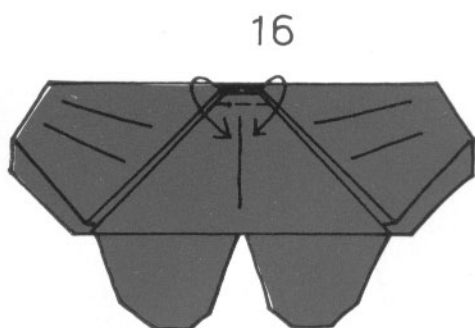
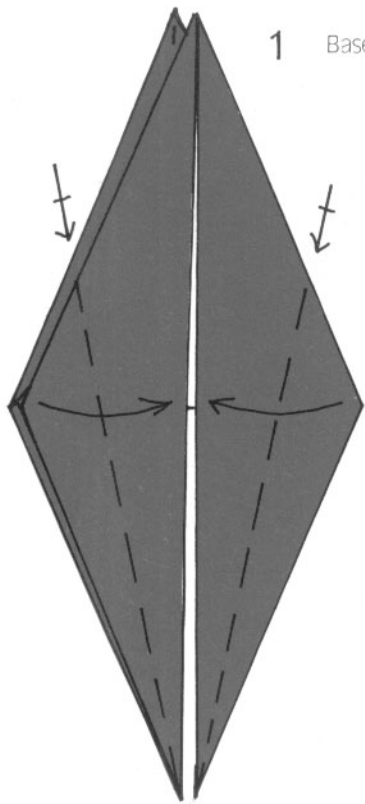
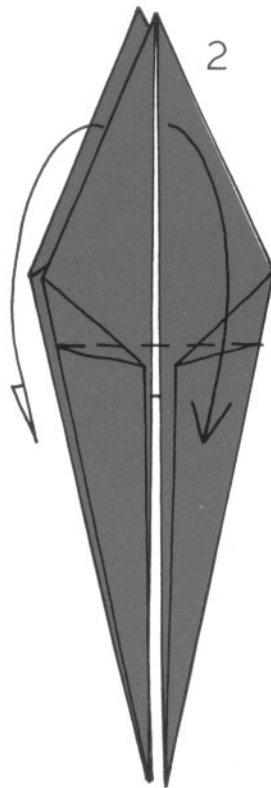
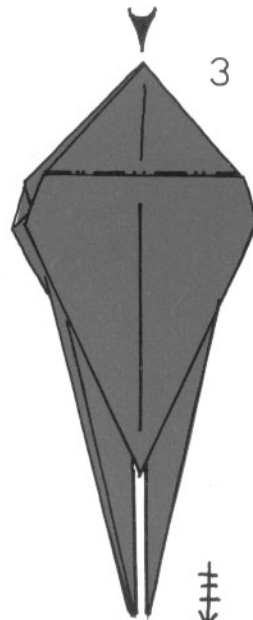
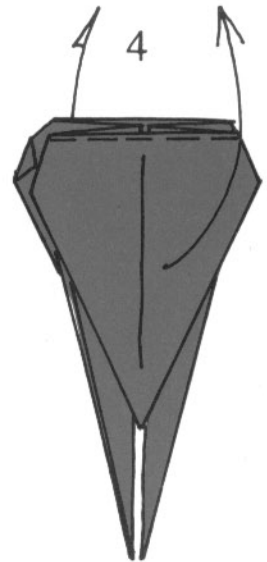
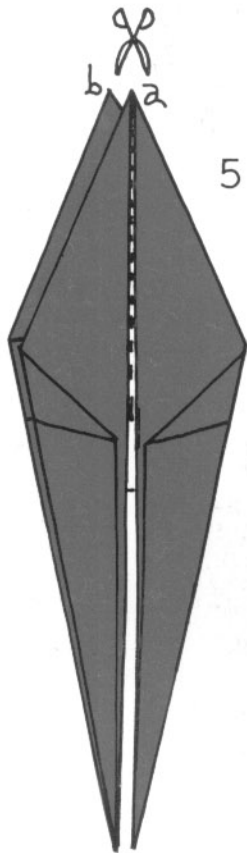

Per rappresentare il passaggio dalla terra all'aria, ho scelto il ragno perché pur essendo questo, un animaletto prettamente terrestre, possiede la capacità di spostarsi in "volo" secernendo un lungo filo di seta che il vento porta via insieme a lui: il ragno acquista così una inusitata capacità di volare.

CREATURE D'ARIA

LA FARFALLA

1

2 Piegare e riportare nella posizione iniziale

4 Ancora una volta

5 Piegare adesso come per formare la base triangolare

6 Così

Nell'eseguire questa piega, il punto (a) dev'essere portato al punto (b), in modo da trovarsi in linea orizzontale

Ripetere per l'altro lato le pieghe dal passaggio 9 al passaggio 11 poi capovolgere

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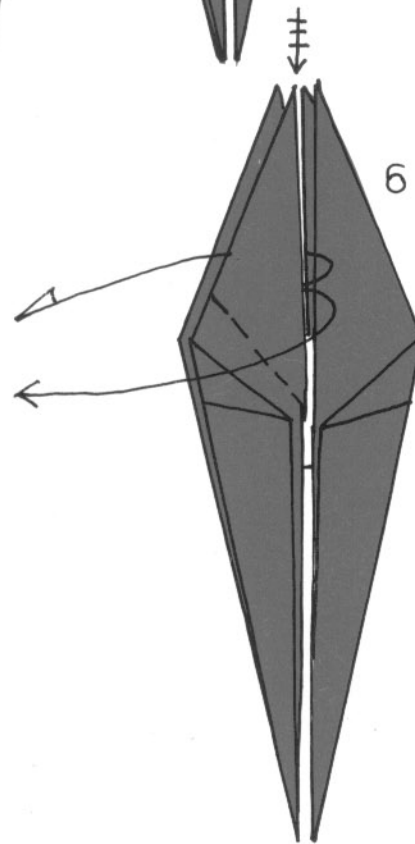
LA LIBELLULA

Questo modello è l'unico del libro che richiede una incisione sulle pieghe per doppiare le ali. Consiglio l'uso di carta sottile, o di un foglio di carta grande perché il modello si inspessisce nelle pieghe finali

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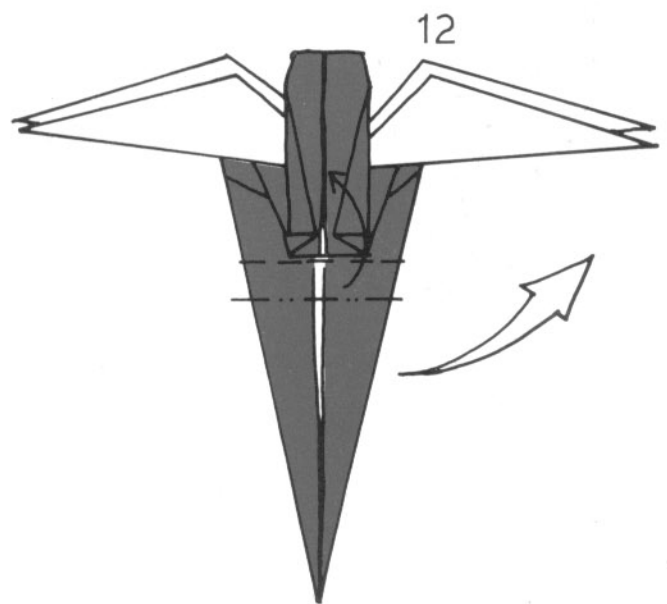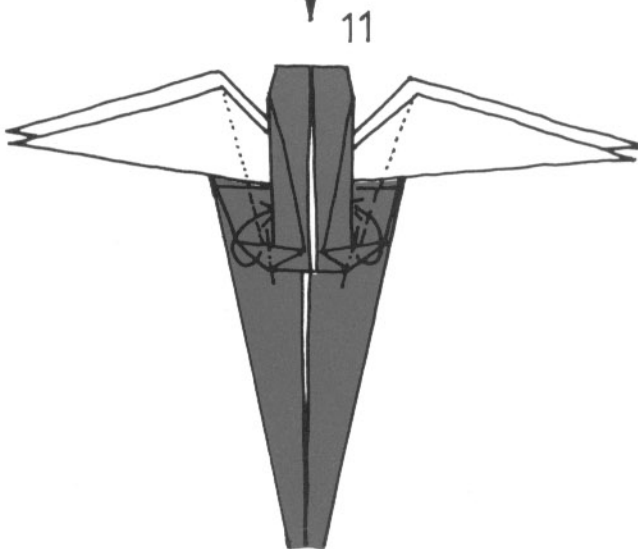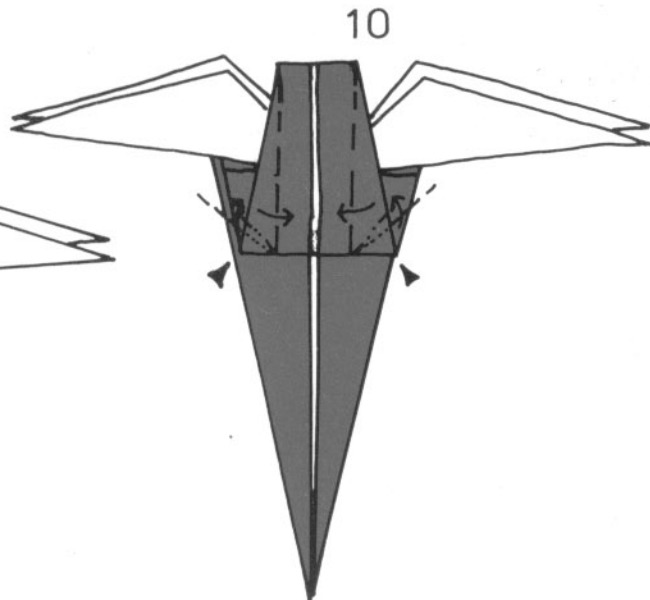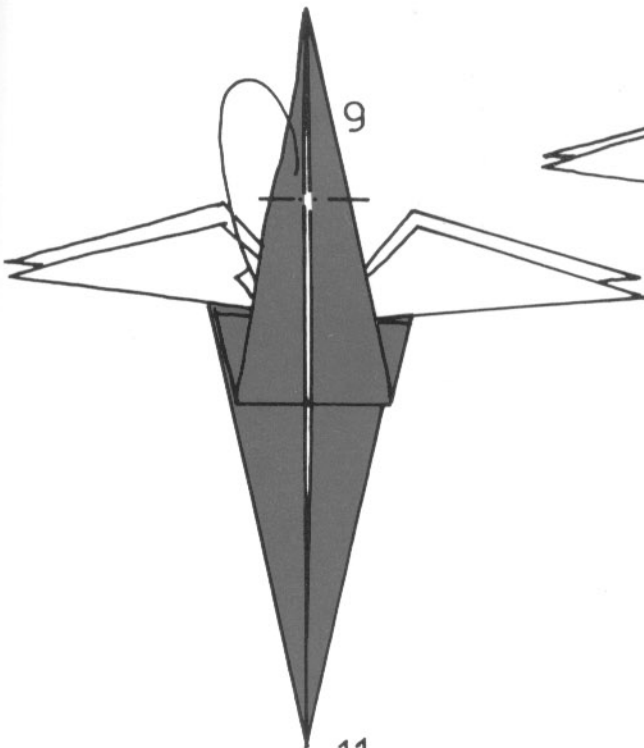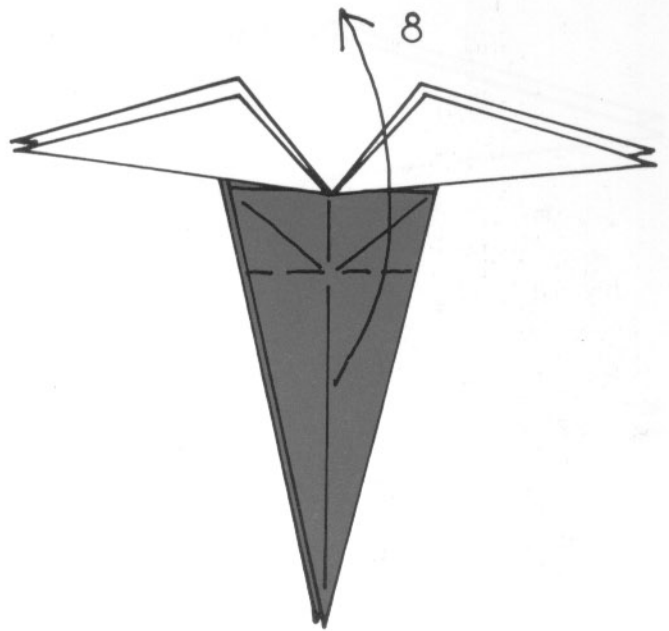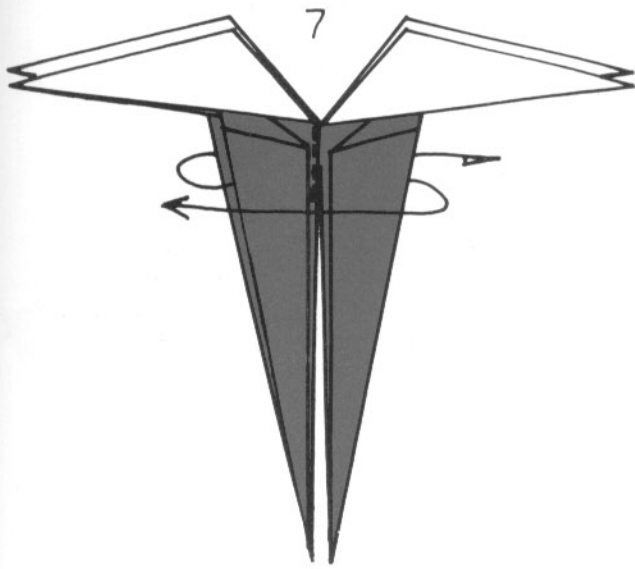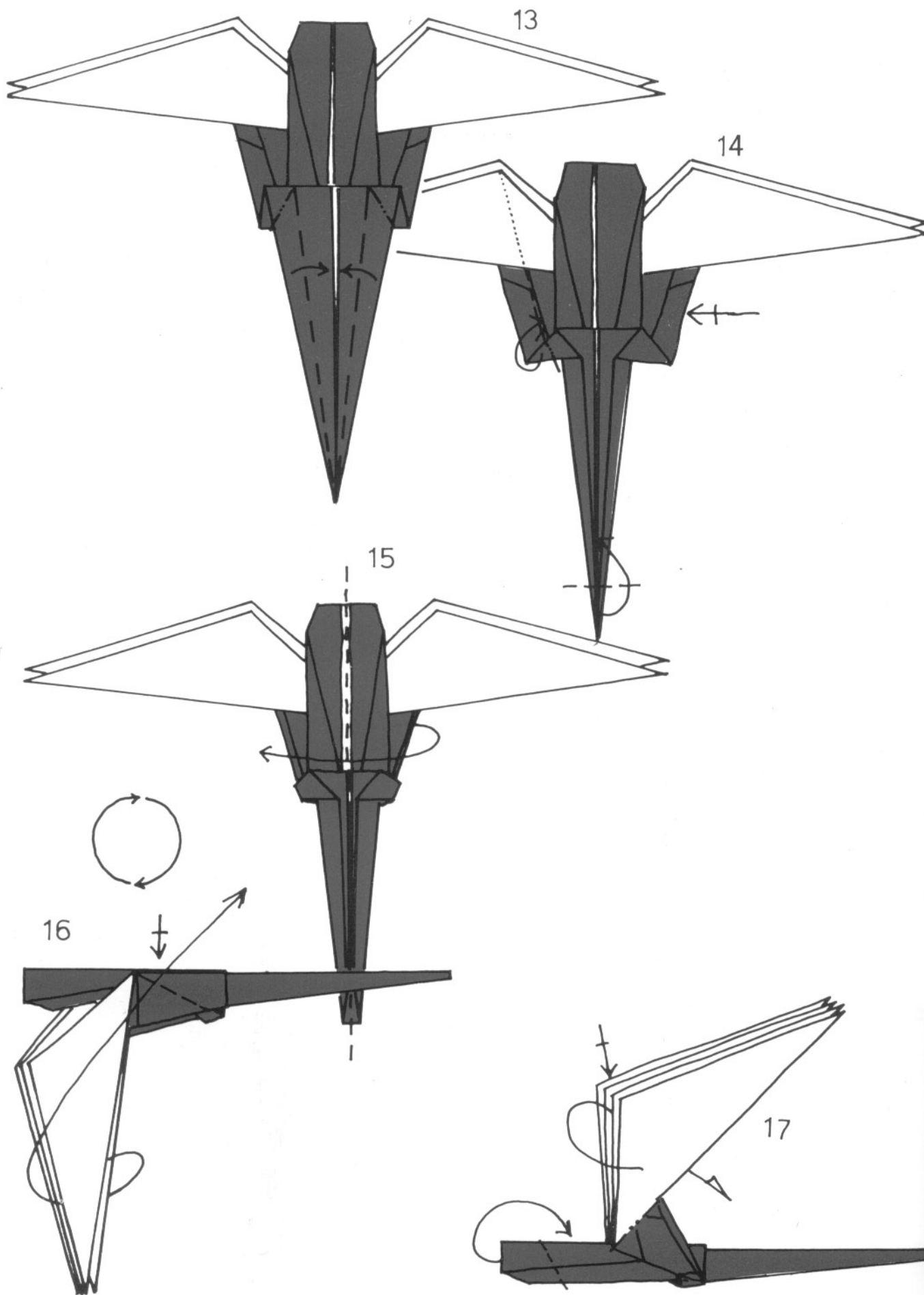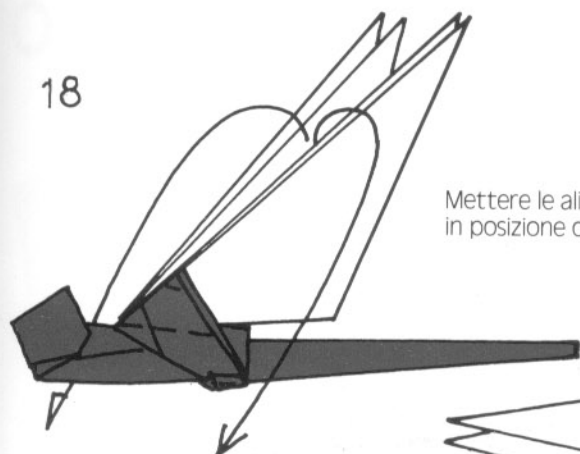
18
Mettere le ali
in posizione orizzontale
19
Divaricare il primo
paio di ali
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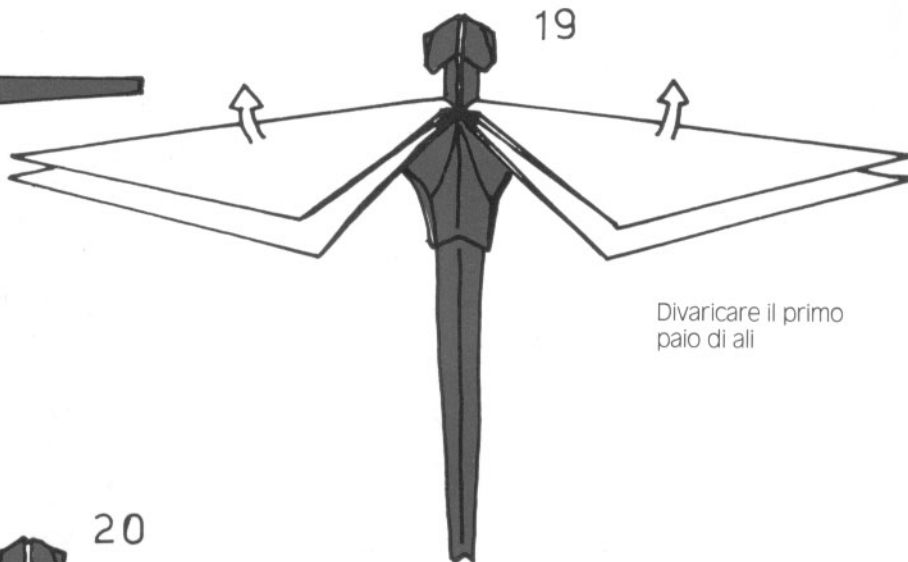
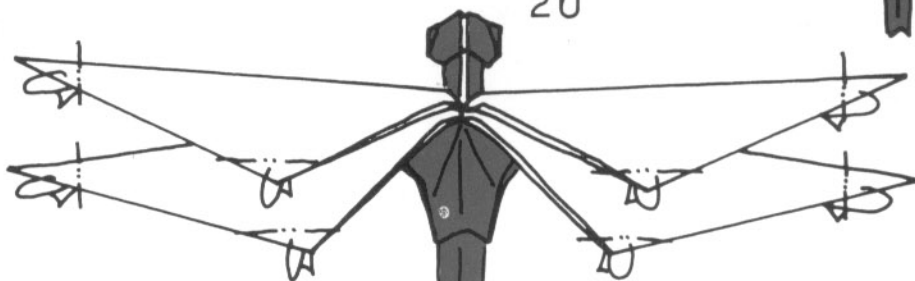
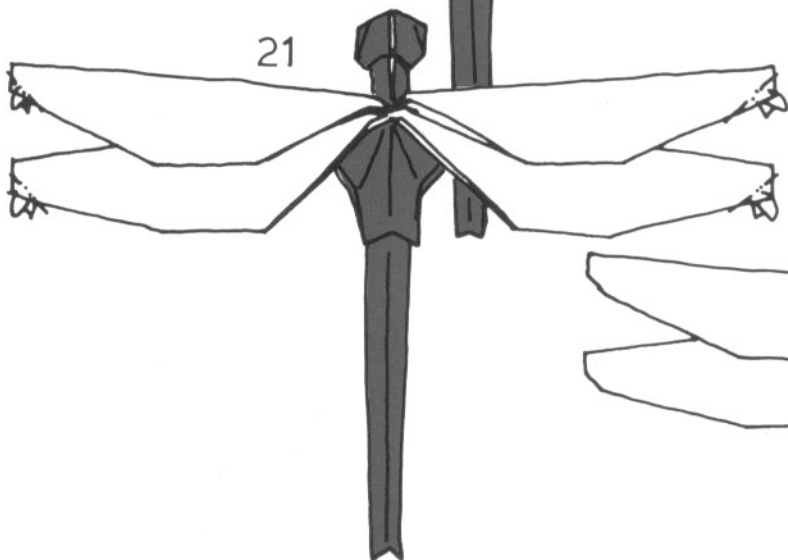
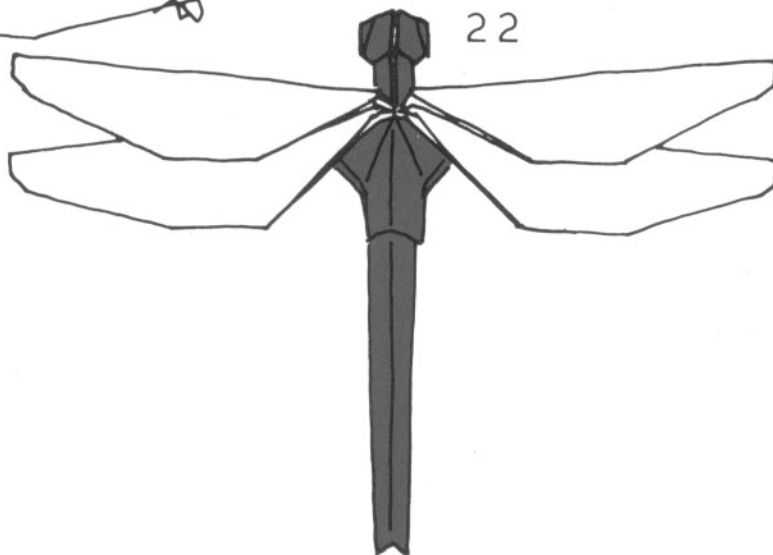
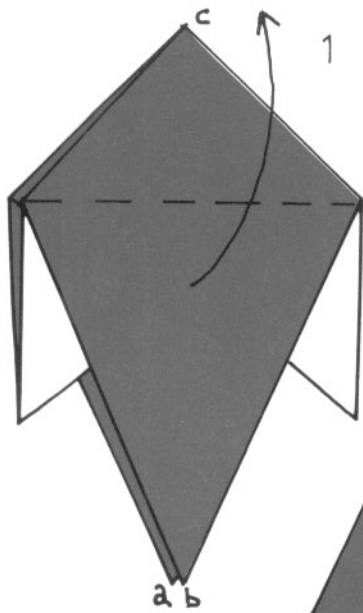
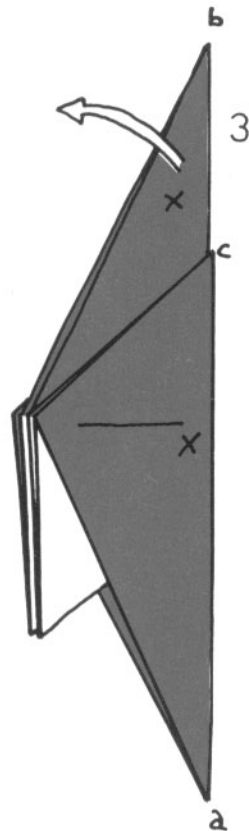
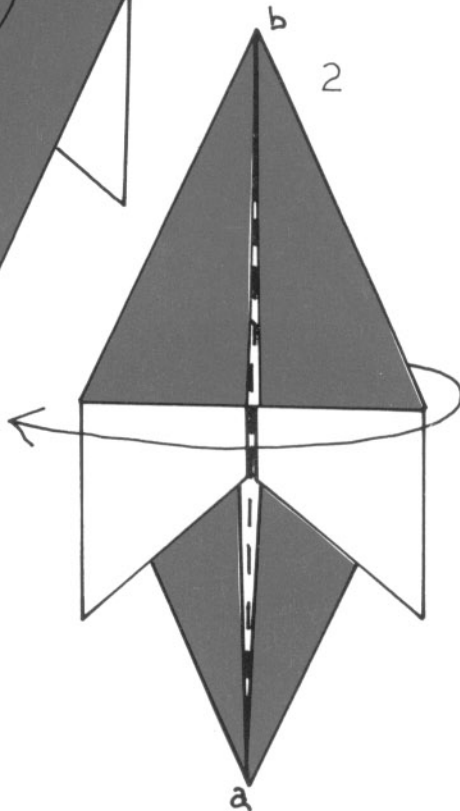

IL PAPPAGALLINO

Iniziare dalla fig. 10
del pesce 1

3

Tenere dove segnato con (x) e tirare la punta (b) verso sinistra fino a che si disincastra completamente e si porta in posizione orizzontale

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L'UCCELLINO

1
Iniziare dalla fig. 2 del
modello precedente,
dopo aver piegato a valle
metà della punta (c)
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IL PASSERO IN VOLO

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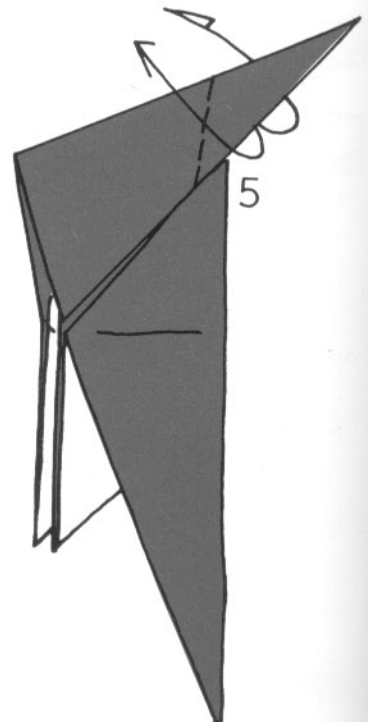
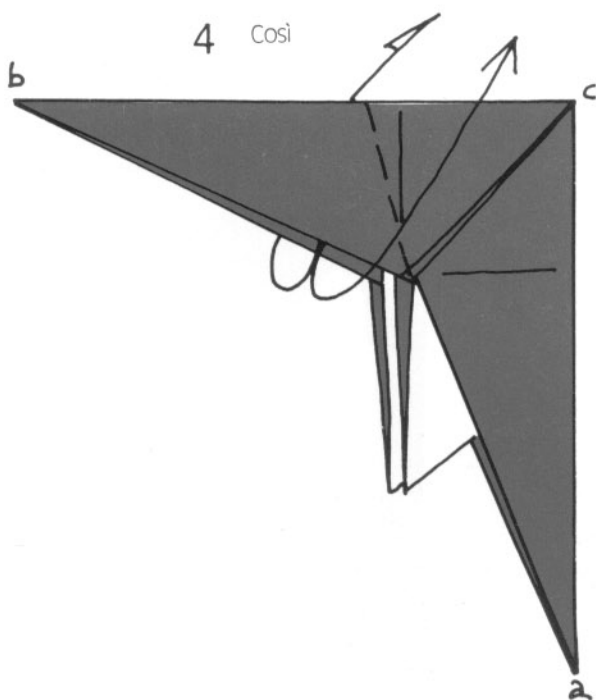
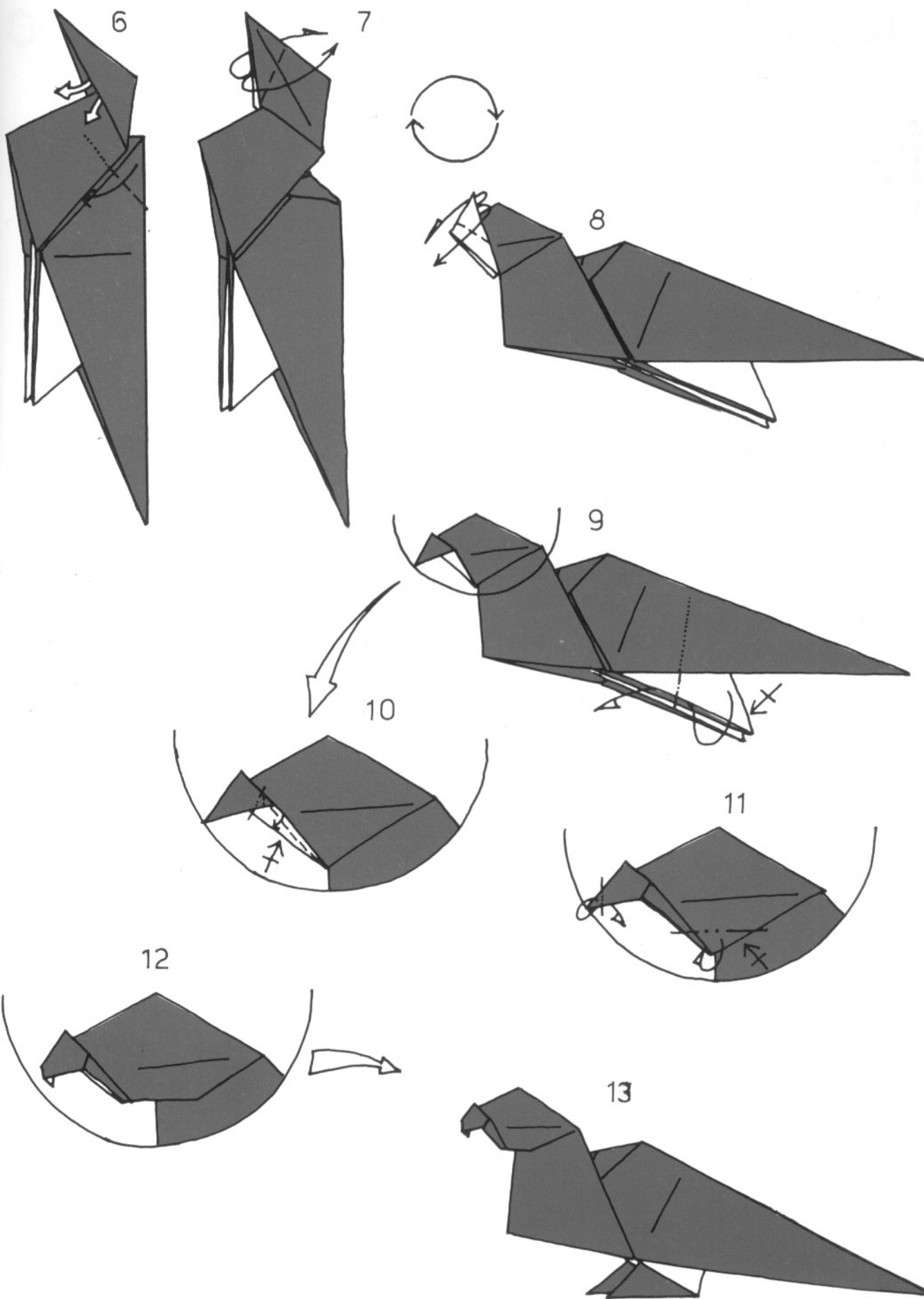
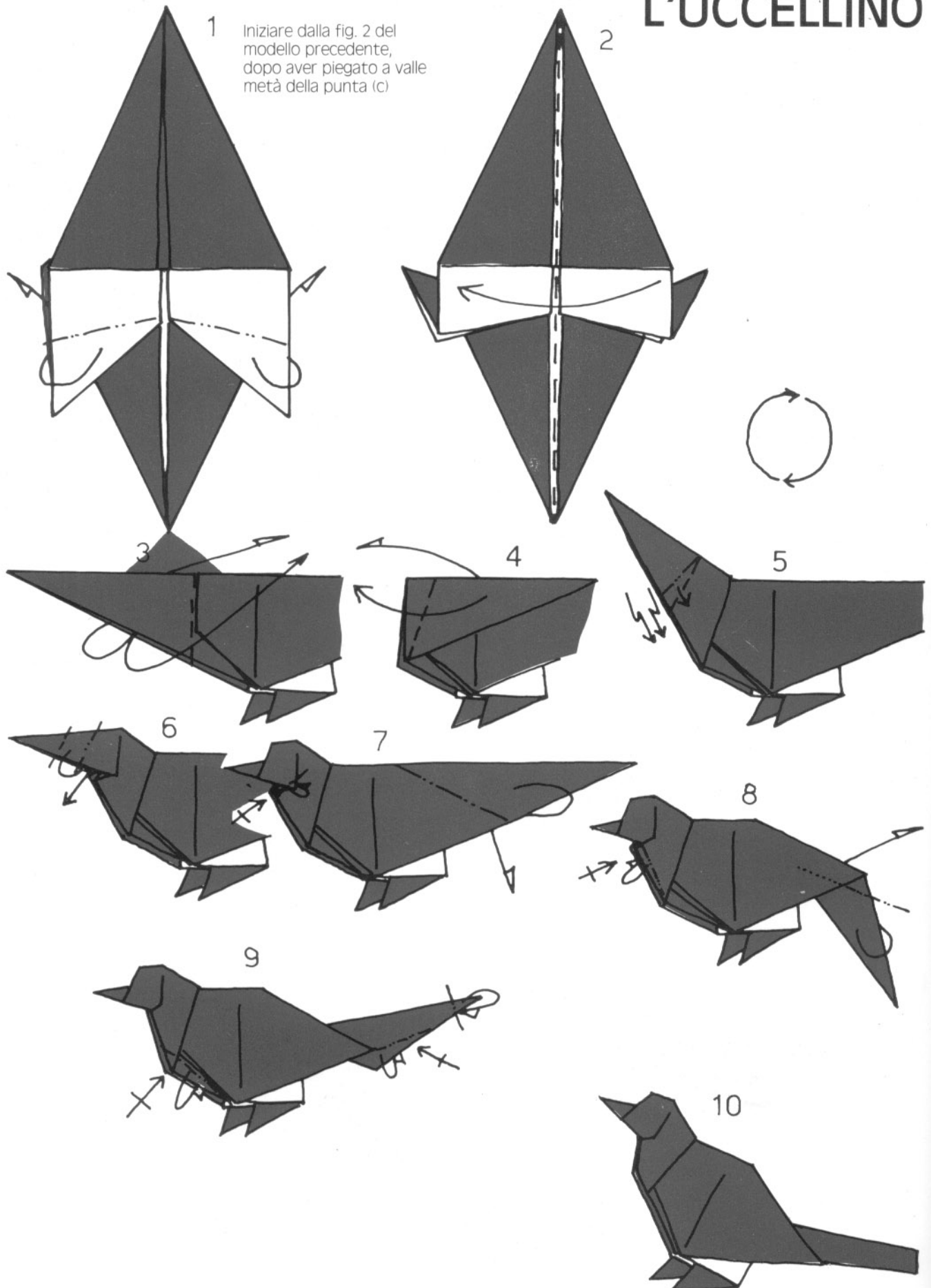
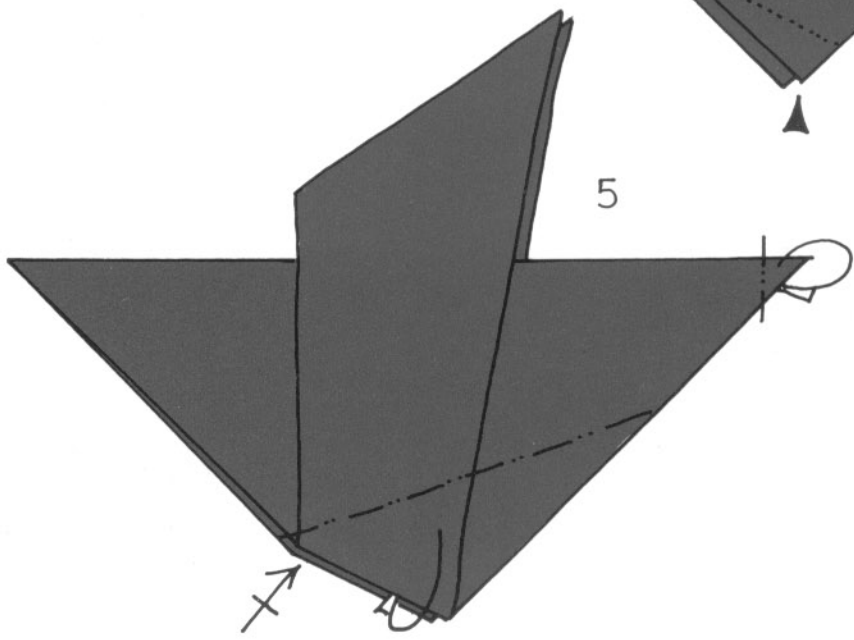
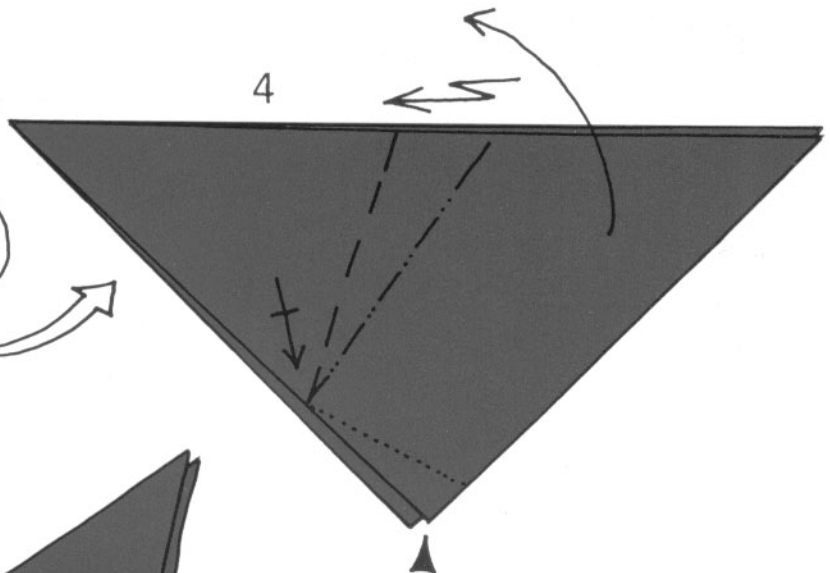
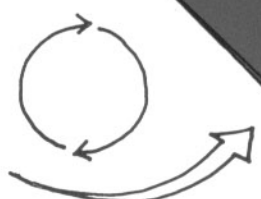
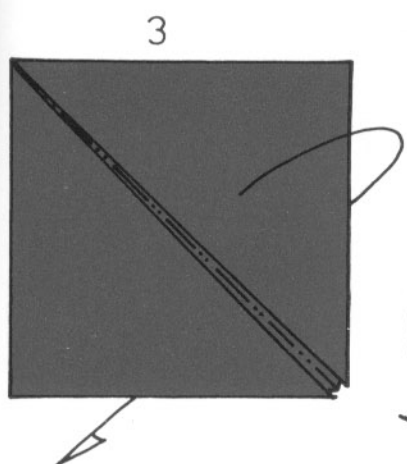
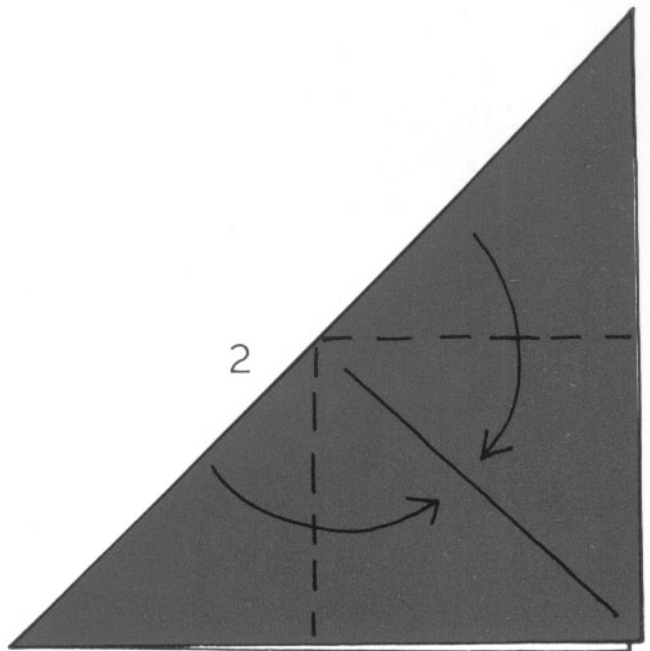
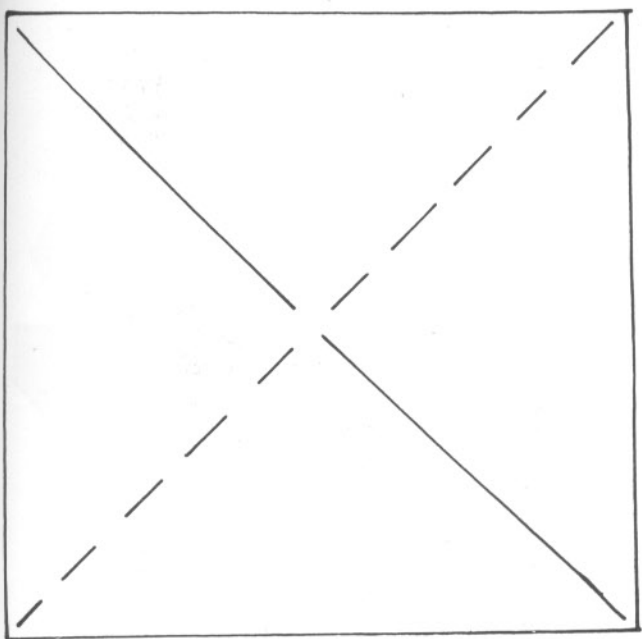
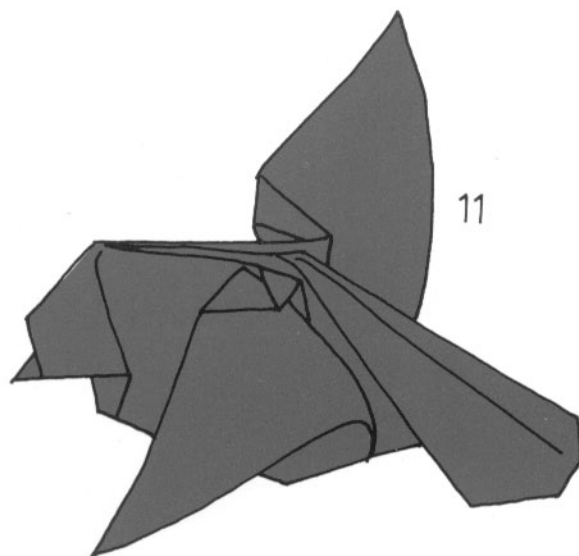
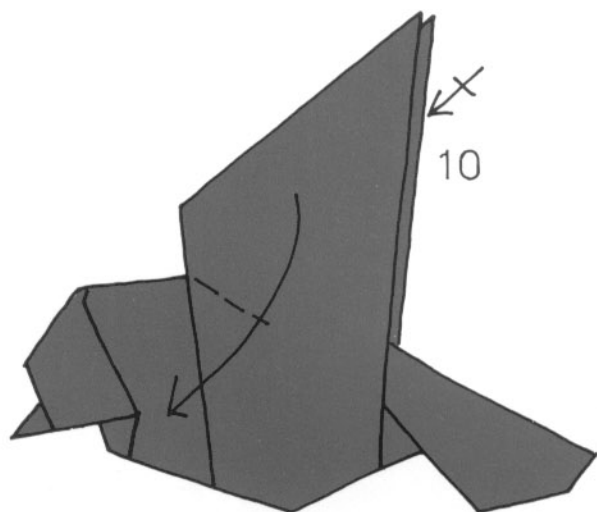
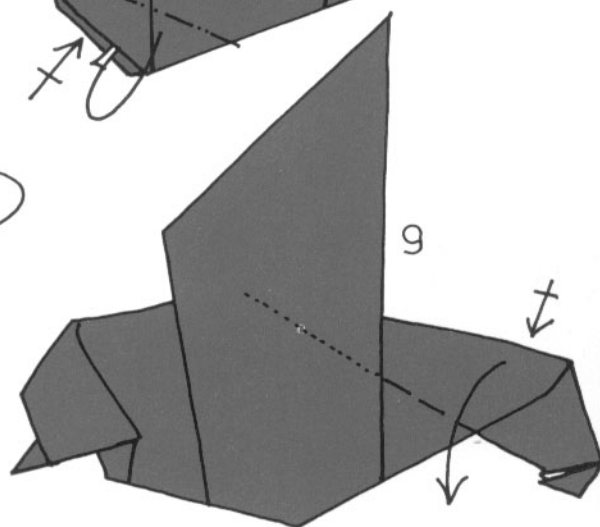
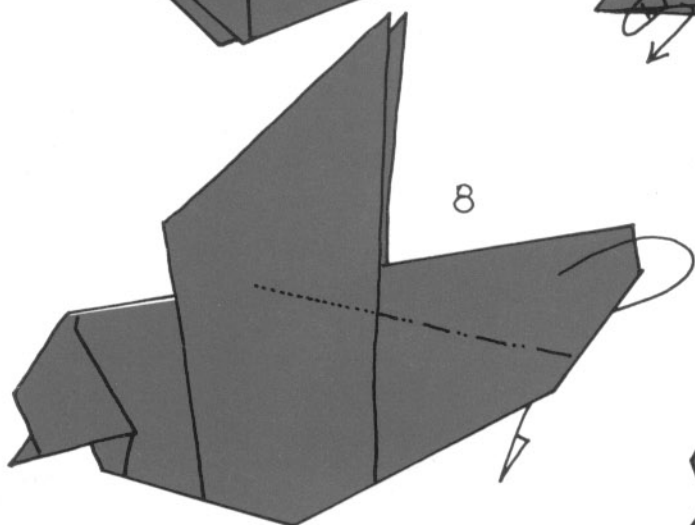
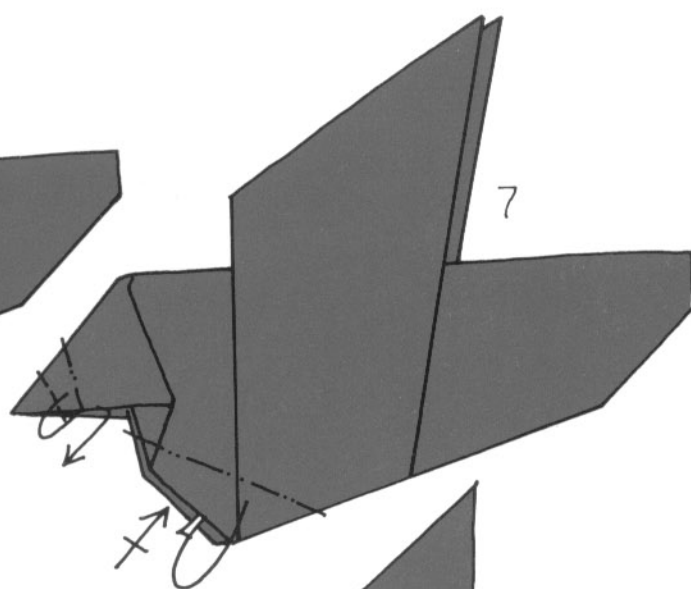
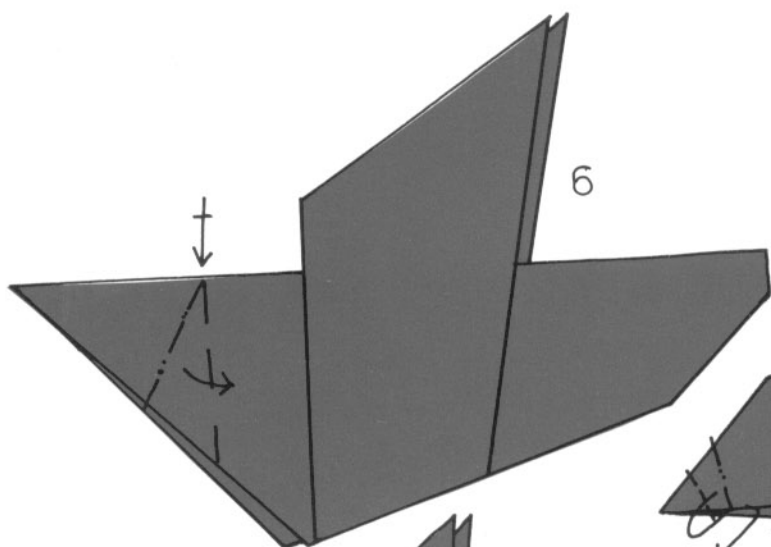
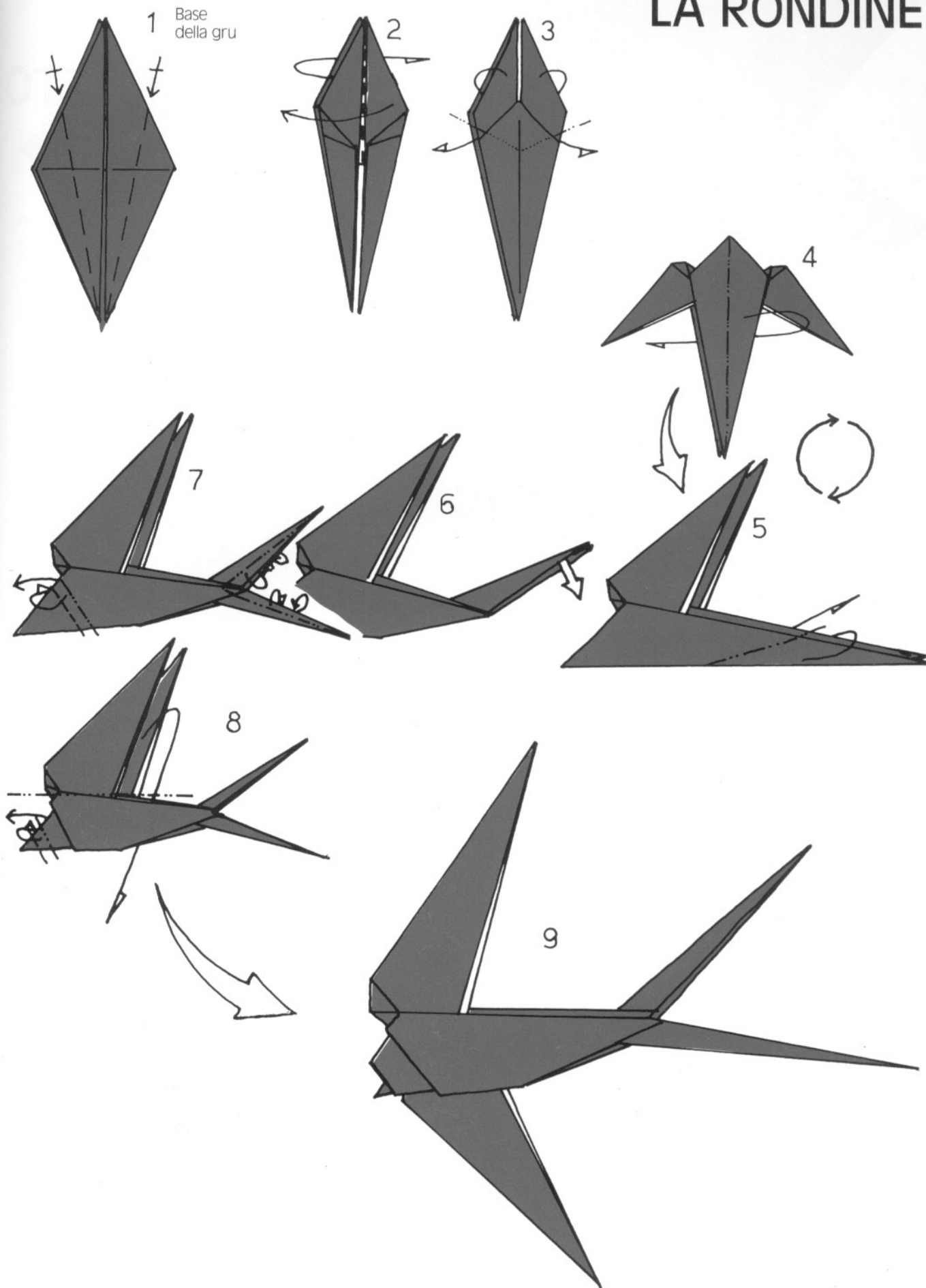
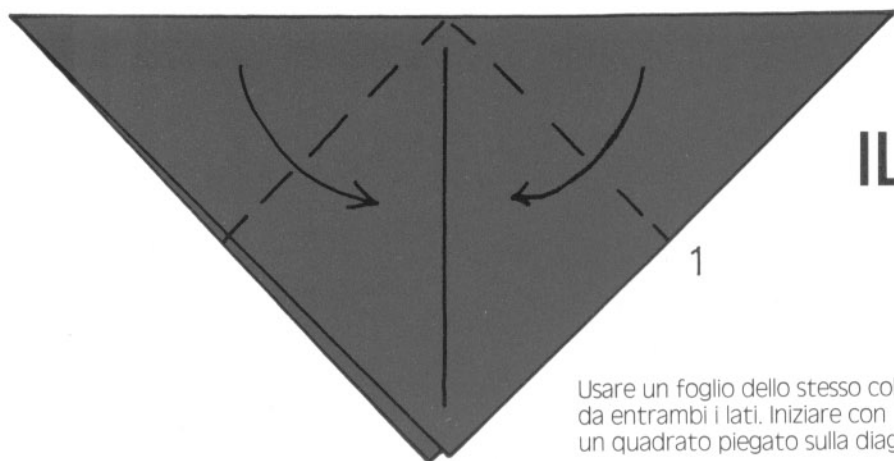
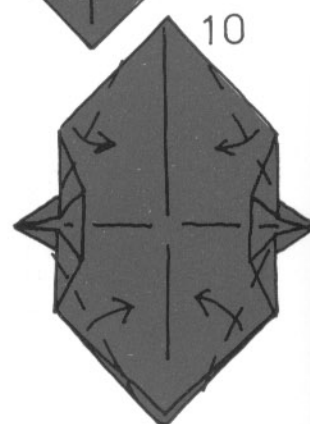
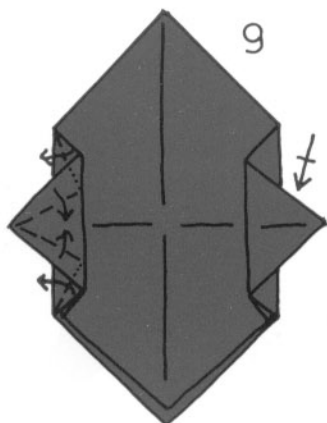
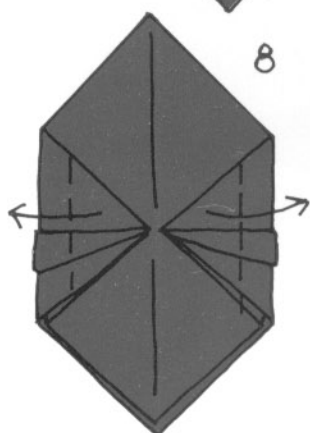
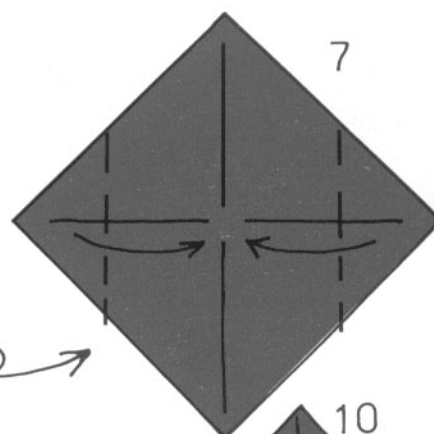
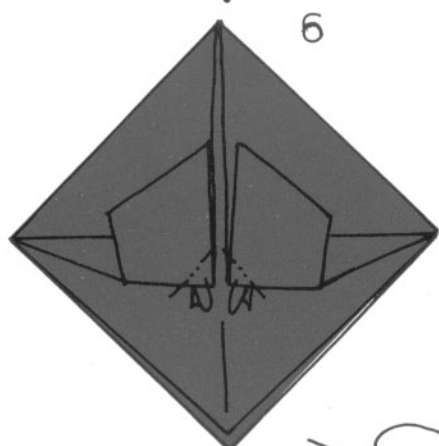
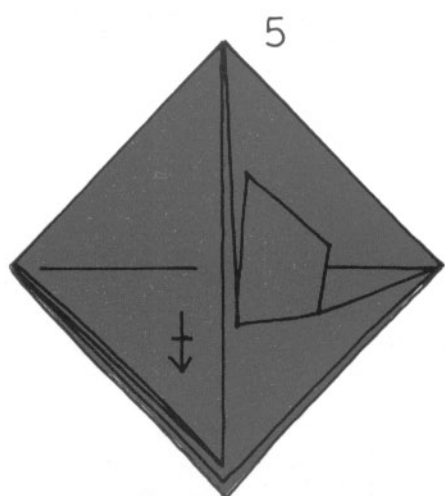
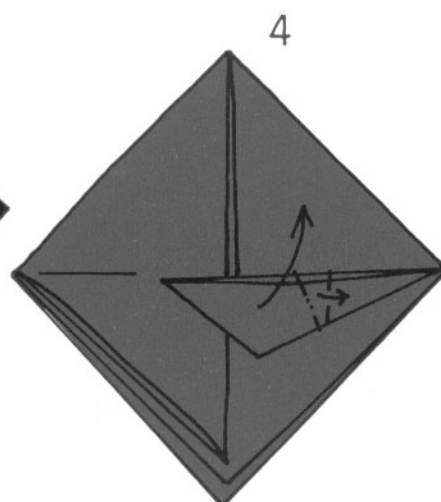
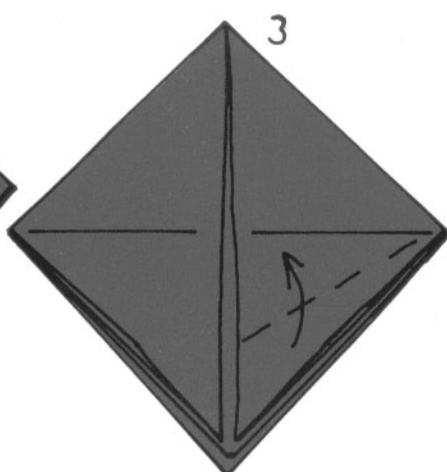
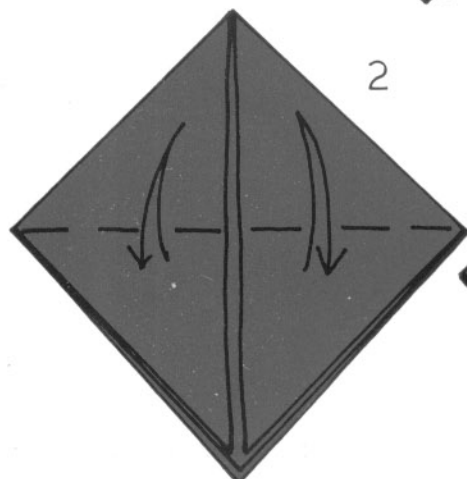
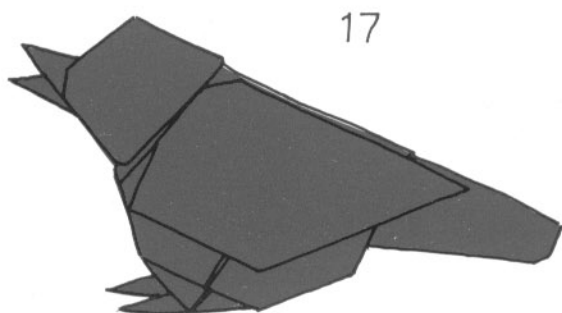
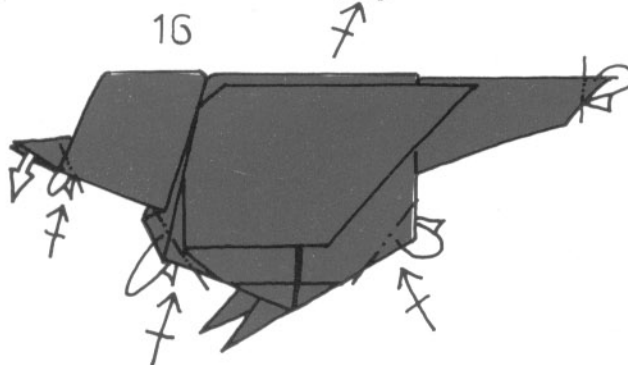
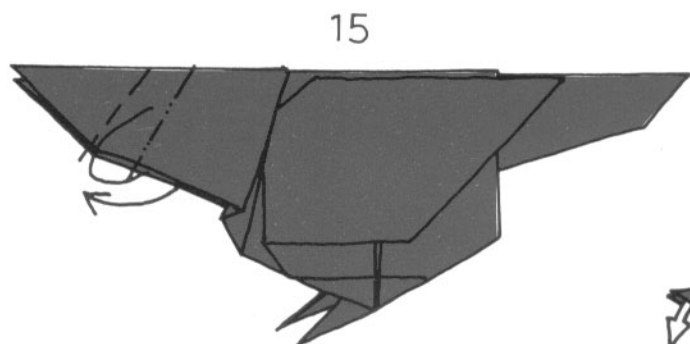
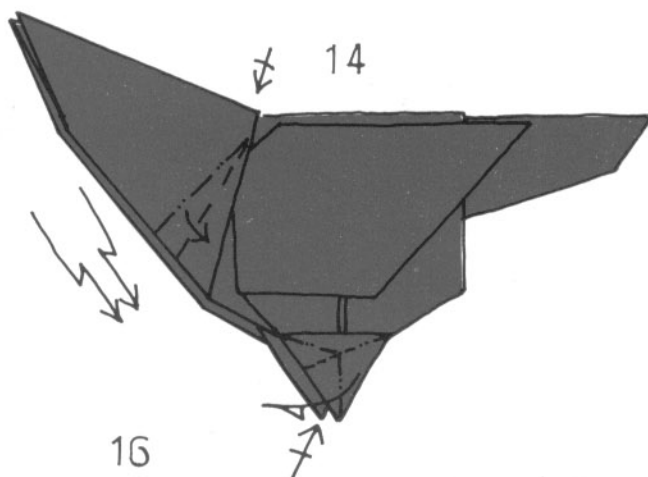
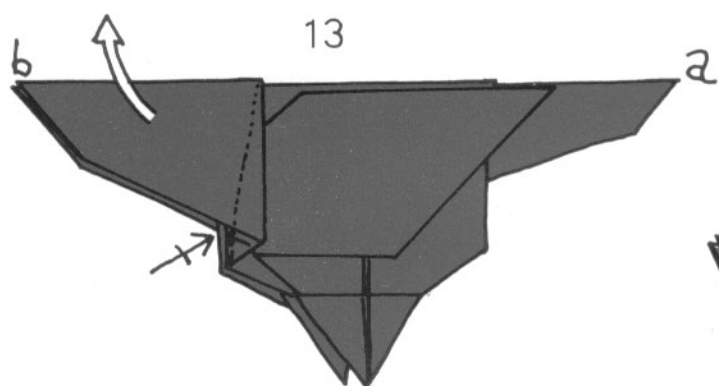
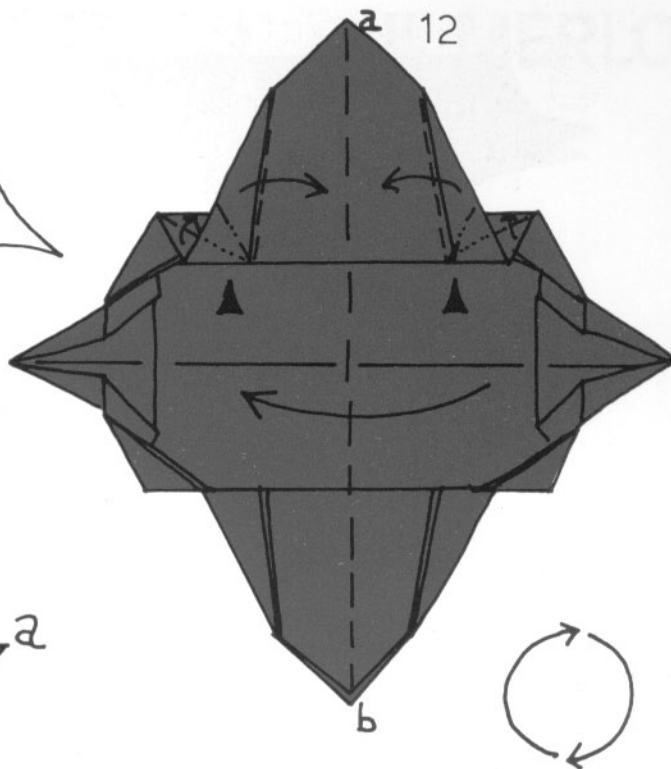
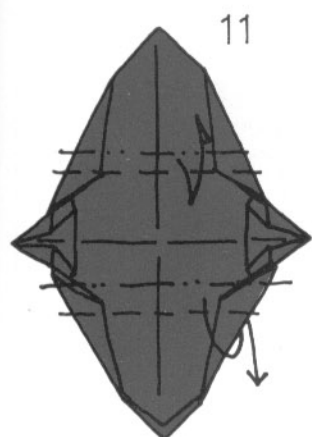
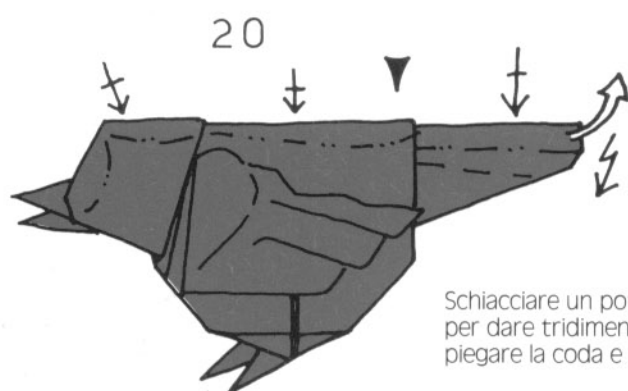
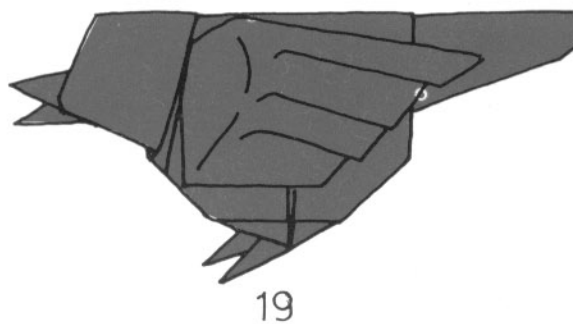
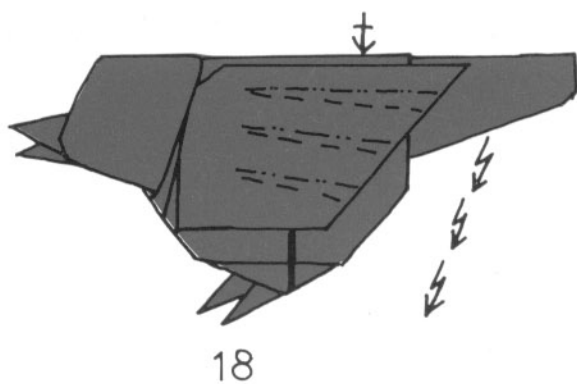
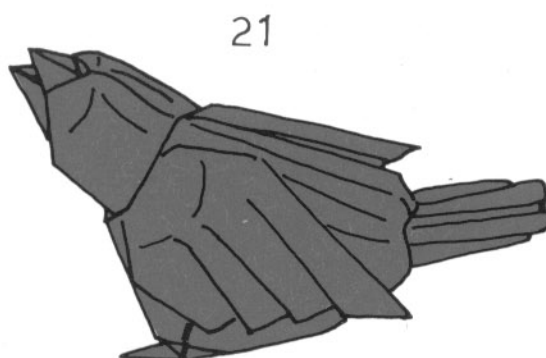
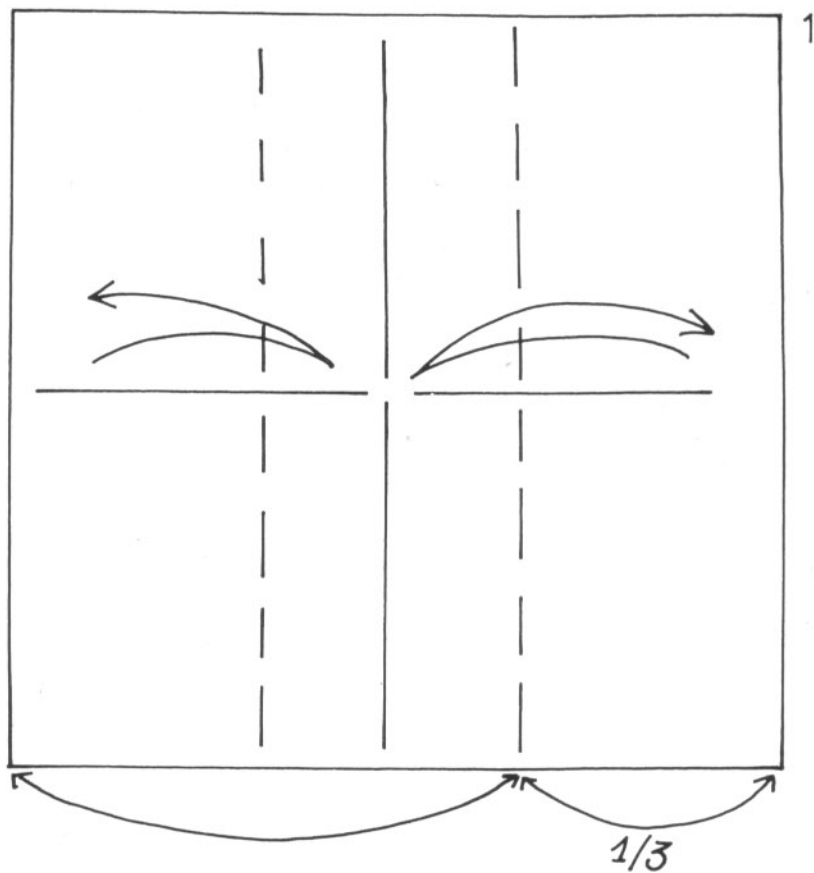
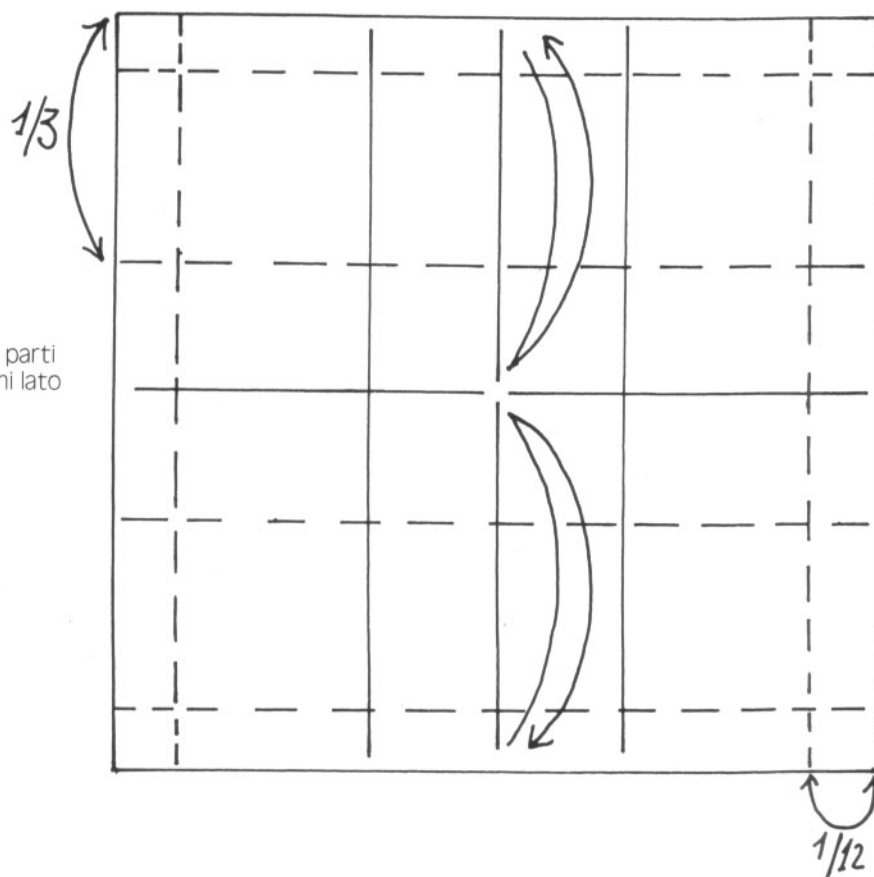
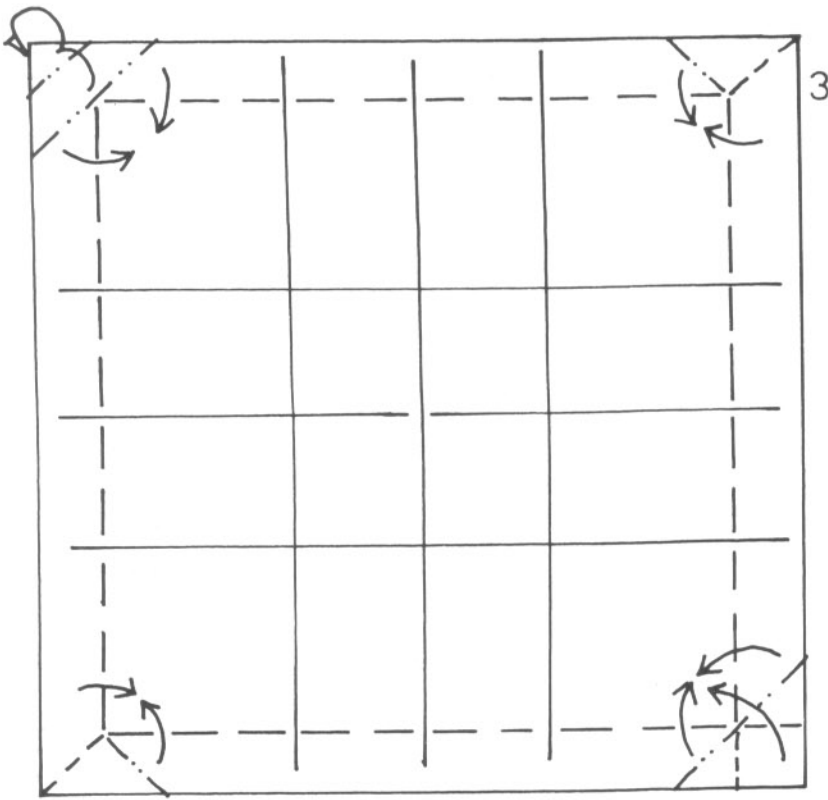
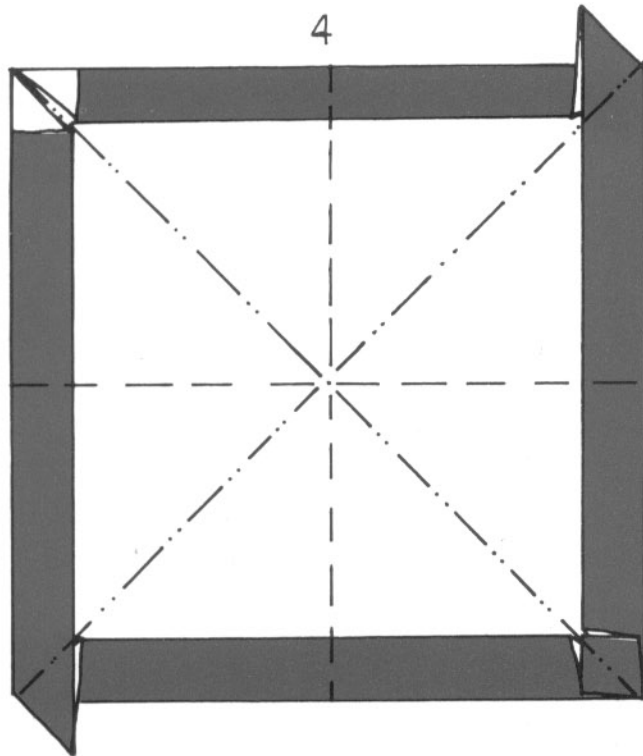
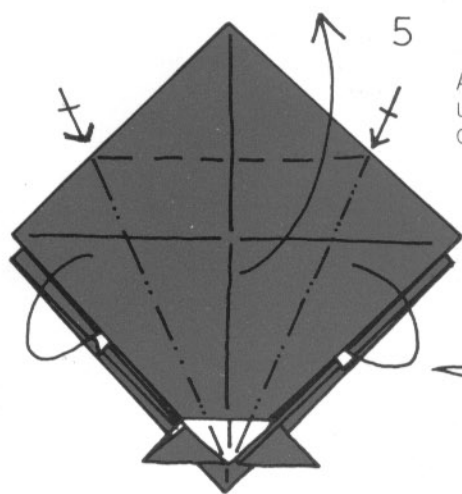

LA RONDINE

IL PASSEROTTO

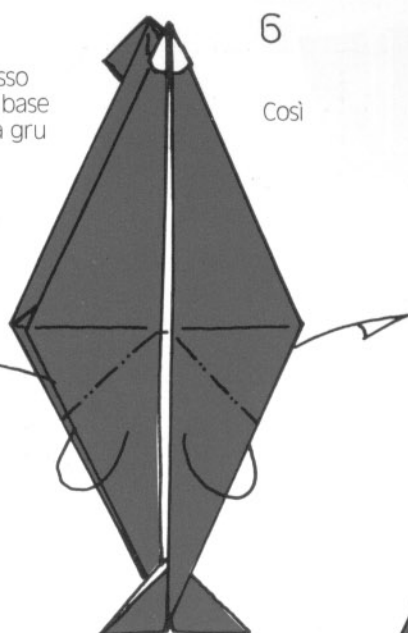
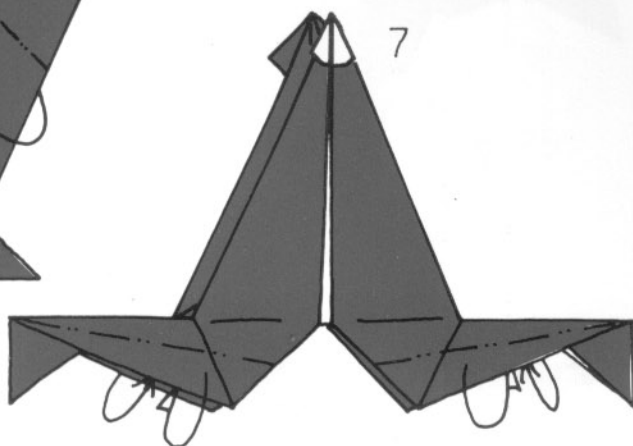
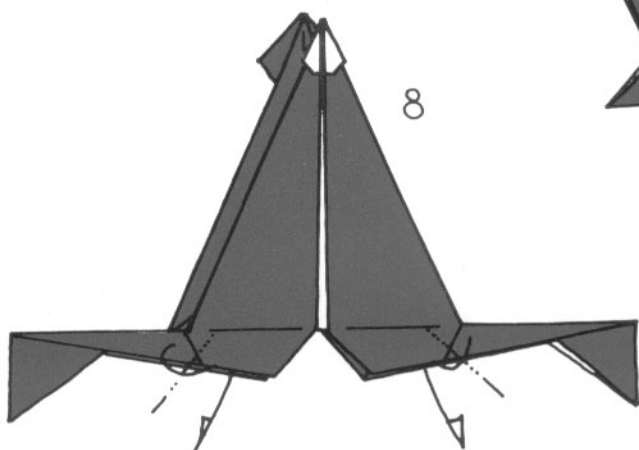
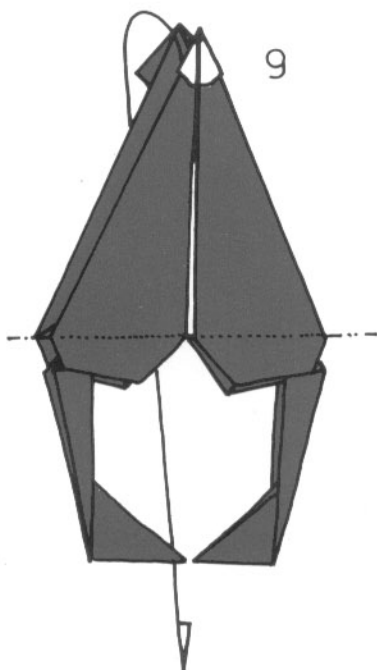
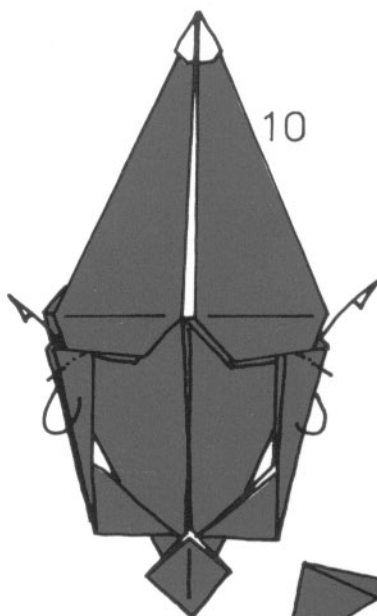
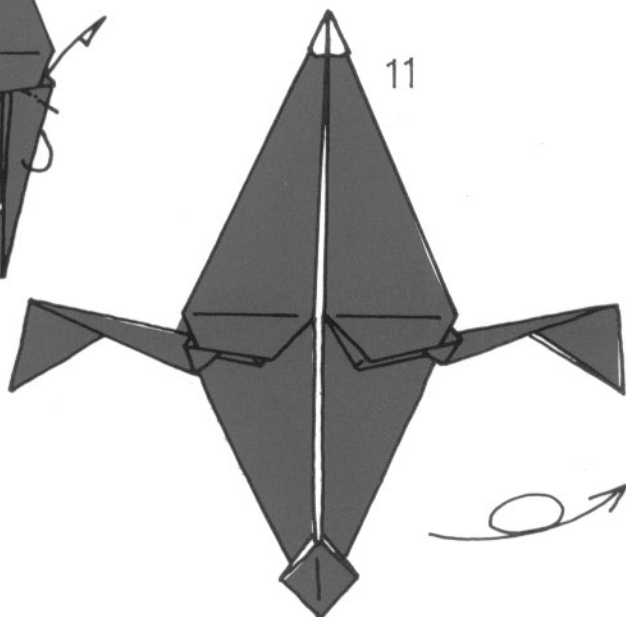
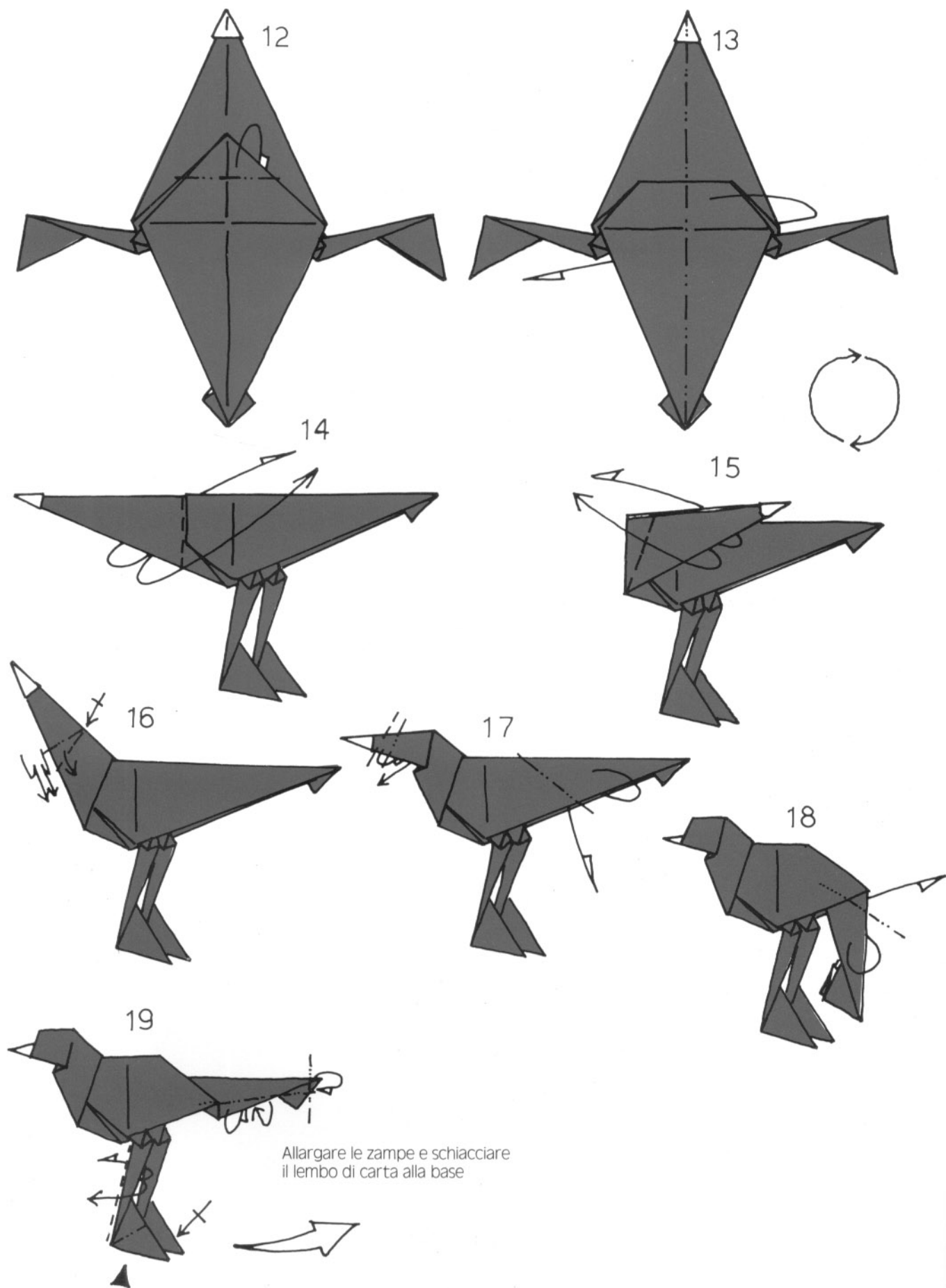
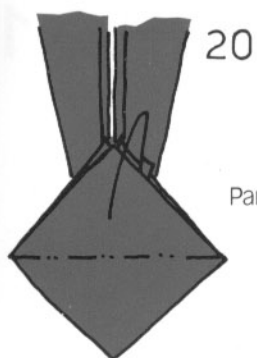
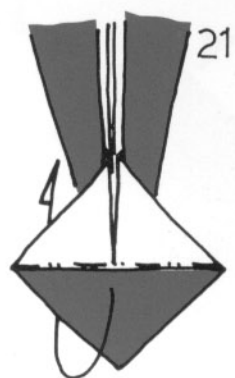
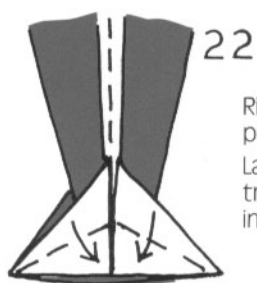
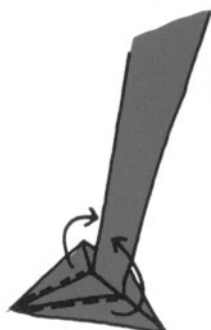
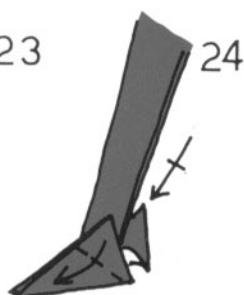
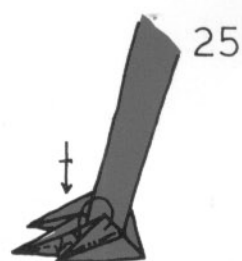
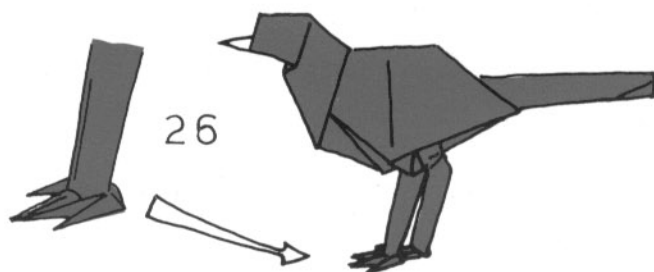
Usare un foglio dello stesso colore da entrambi i lati. Iniziare con un quadrato piegato sulla diagonale

A questo punto il modello è finito, ma per chi voglia continuare, per dare un effetto più realistico, può continuare seguendo i diagrammi della pagina seguente.

Schiacciare un po' il dorso e la testa per dare tridimensionalità, poi piegare la coda e sollevarla un poco

IL MERLO

1

1/3

Iniziare con un foglio giallo da
un lato e nero dall'altro, e di
almeno 40 cm di lato, così
da avere un modello di proporzioni
abbastanza grandi

Dividere il foglio in nove parti
poi piegare a valle 1/12 da ogni lato

Piegare come segnato
nel diagramma

Formare adesso
una base preliminare

5
Adesso
una base
della gru
6
Così
7
8
9
10
11

Allargare le zampe e schiacciare
il lembo di carta alla base

20
Particolare delle zampe
21
22
Richiudere la zampa
piegando come segnato
La punta che adesso si
trova dietro, si porterà
in posizione orizzontale
23
24
25

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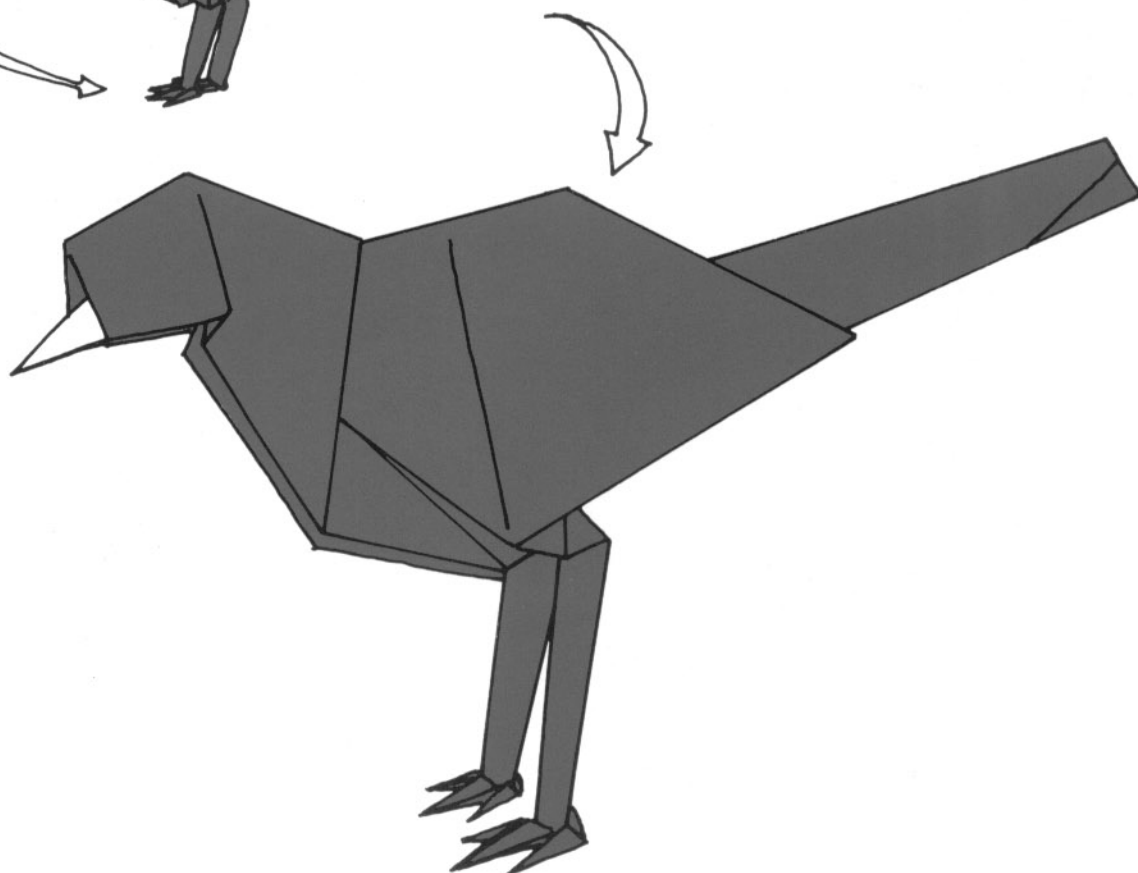
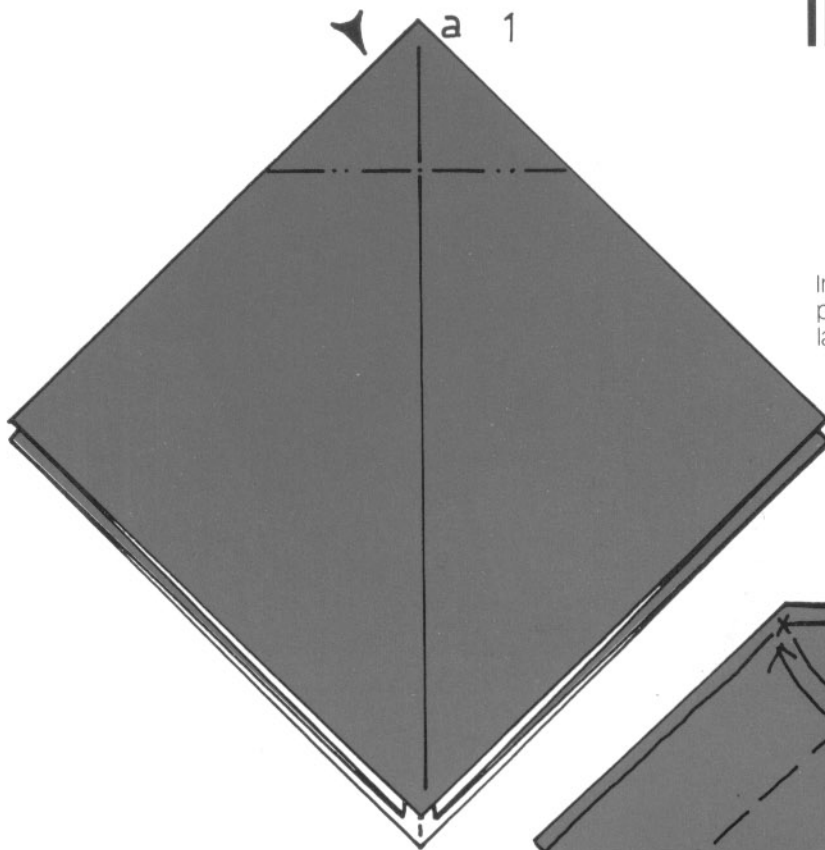
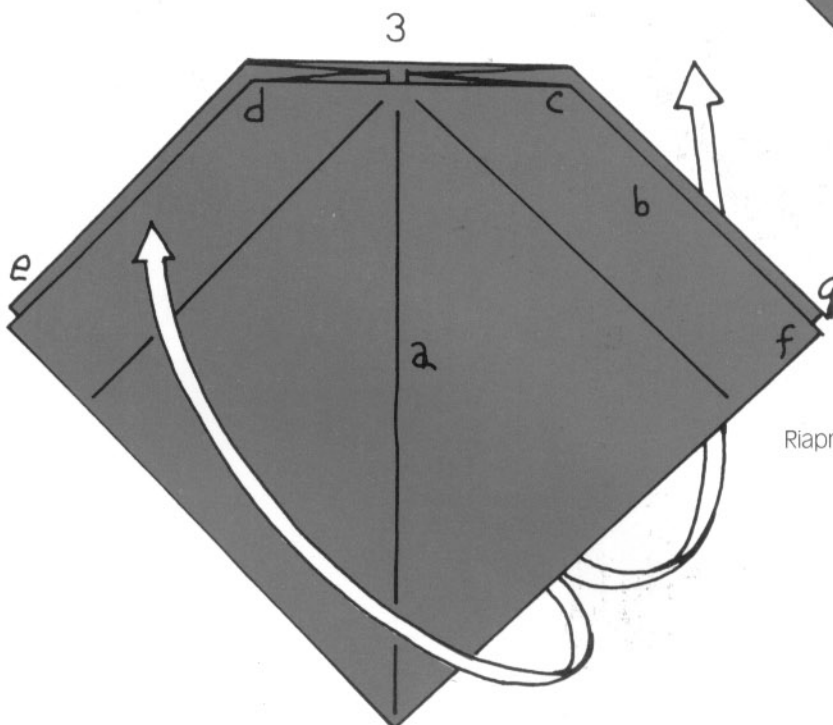
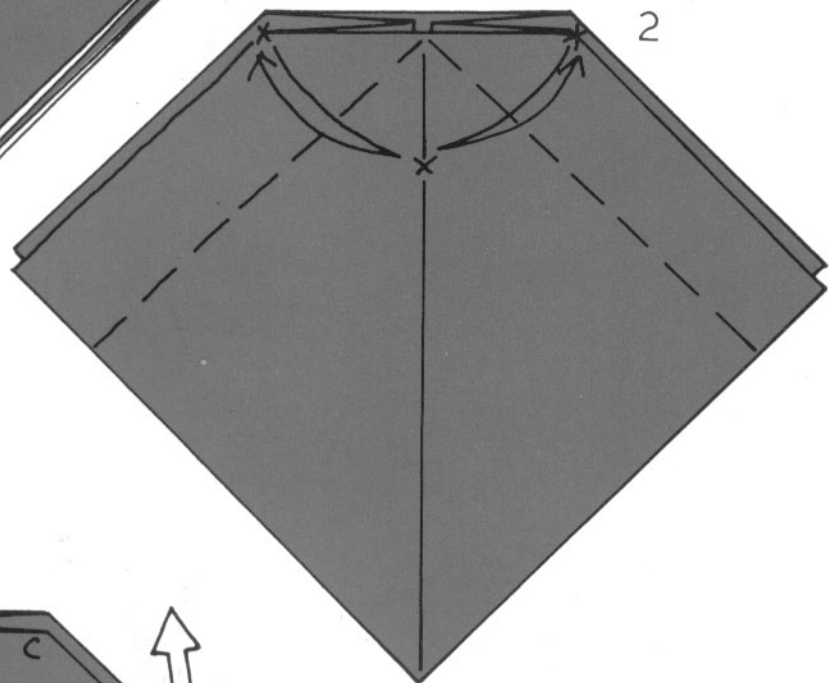
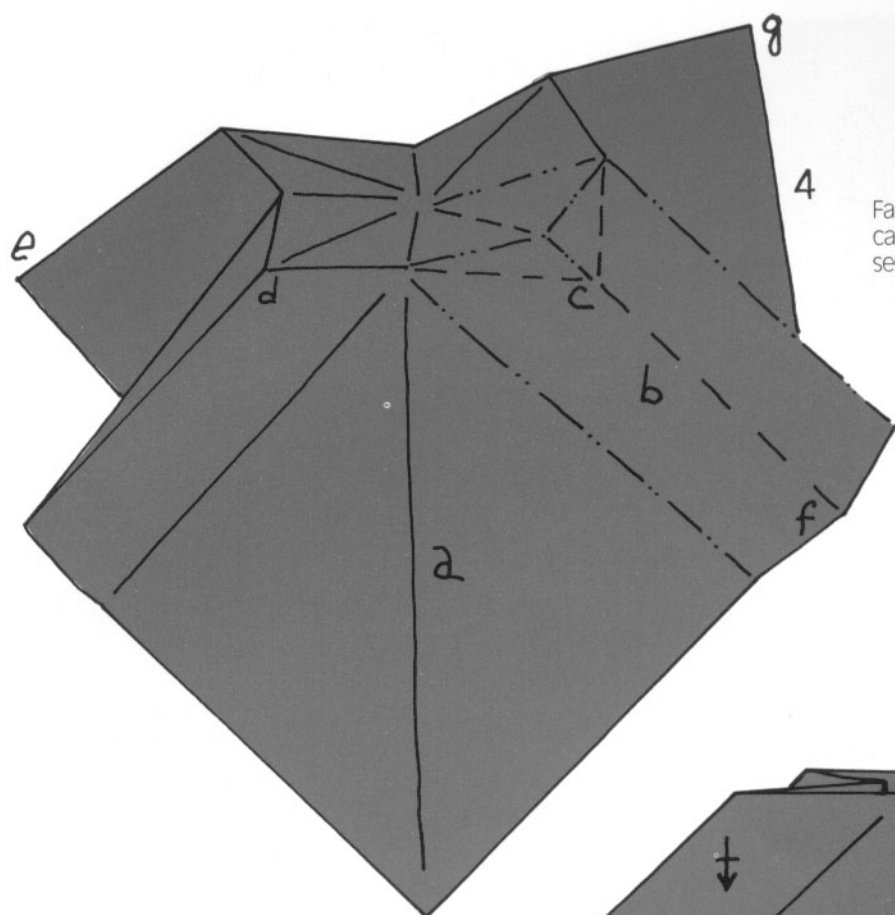
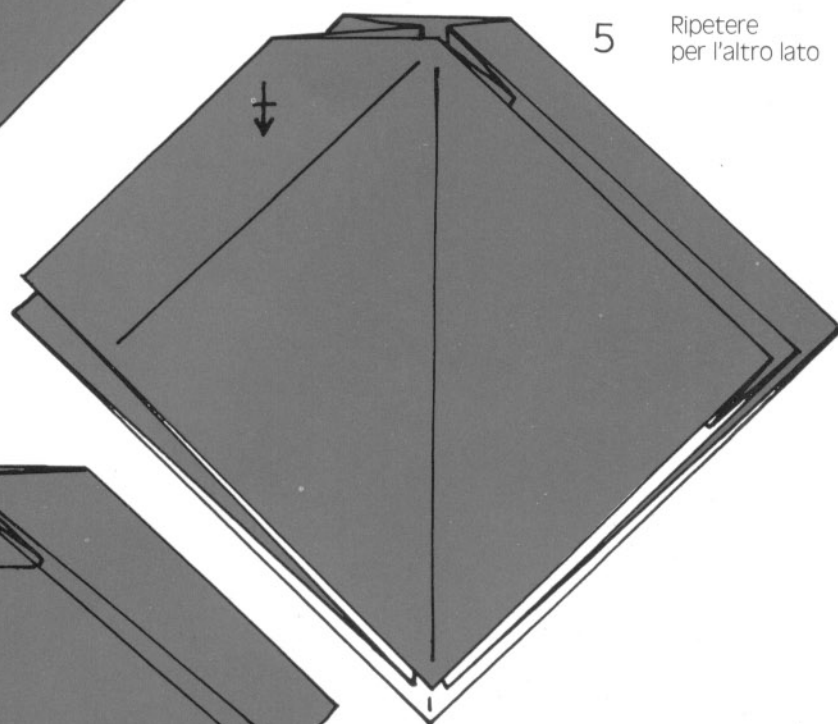
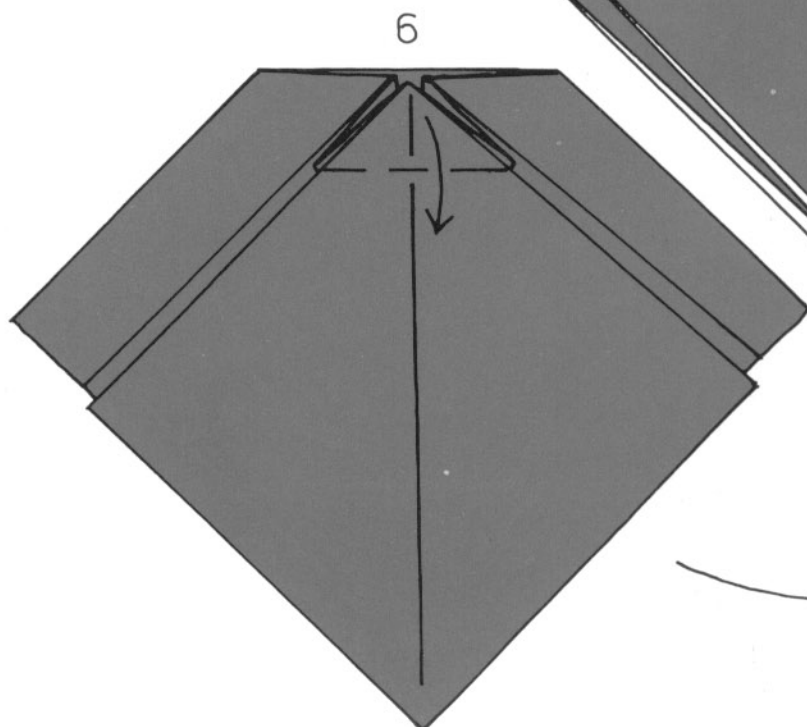
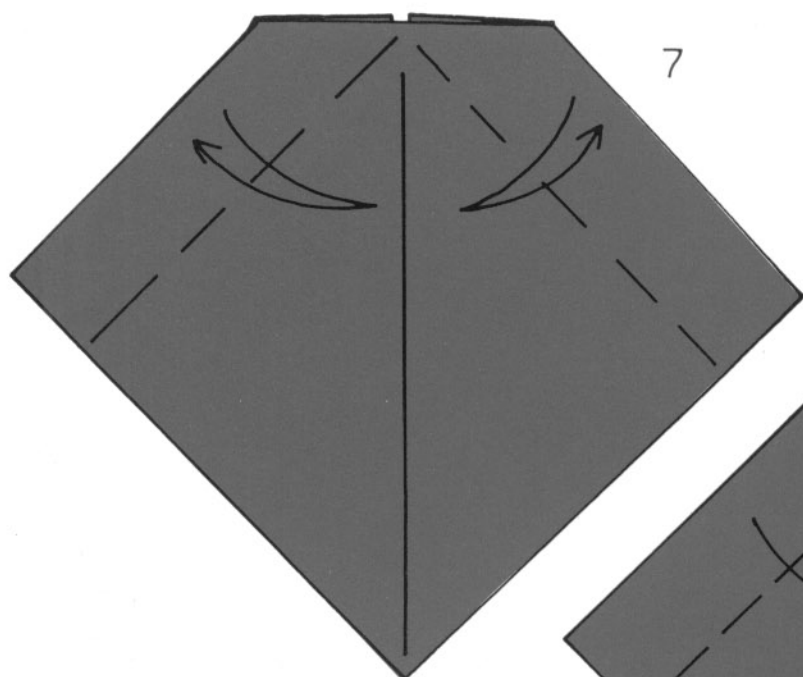
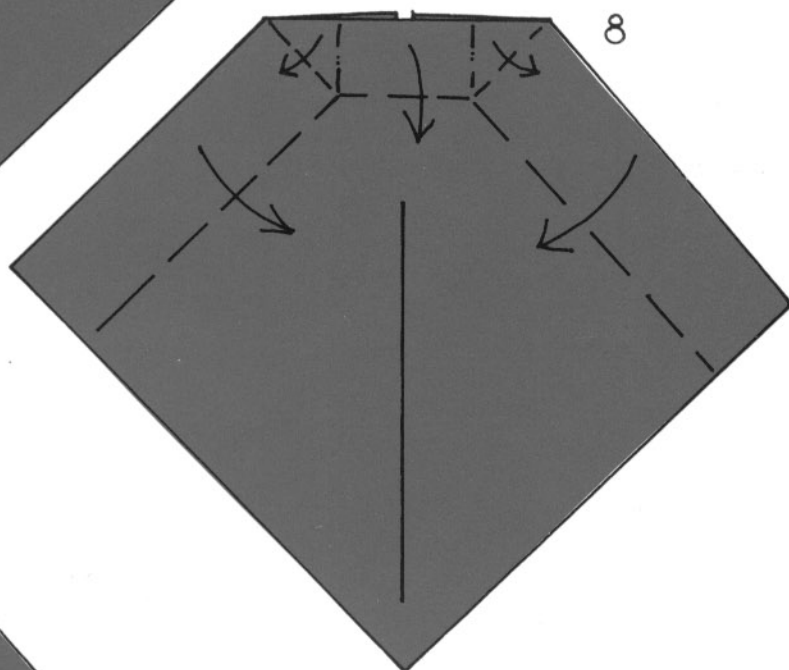
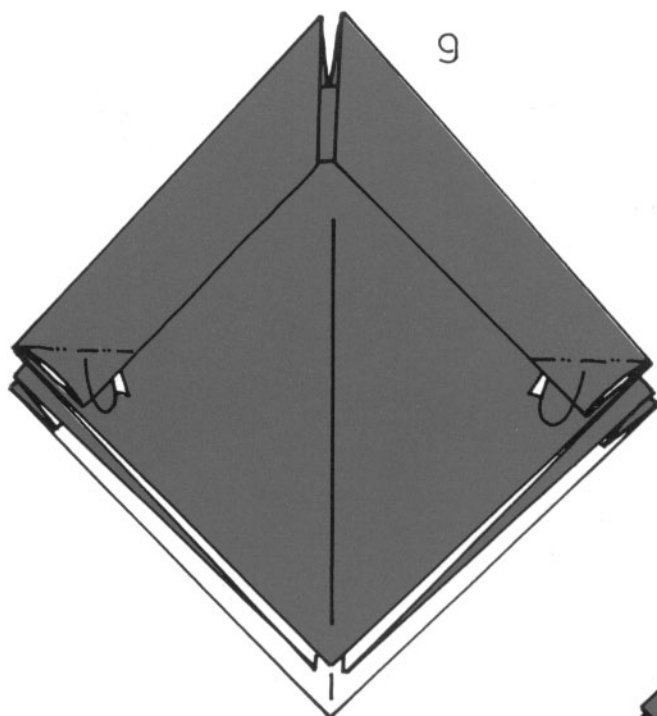
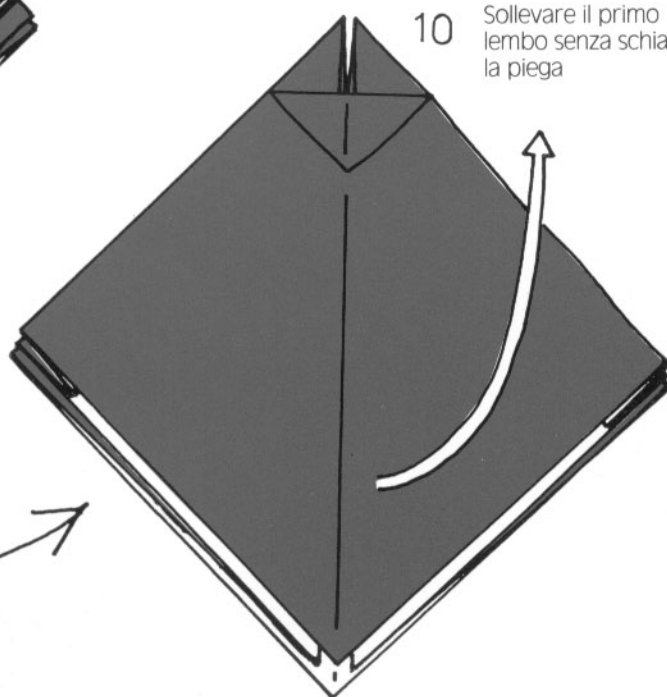

IL PIPISTRELLO 1

Iniziare con una base preliminare, far rientrare la punta (a) di circa 1/5

Riaprire parzialmente

Far rientrare (b) e richiudere cambiando le pieghe come segnato nel diagramma

Ripetere per l'altro lato

7
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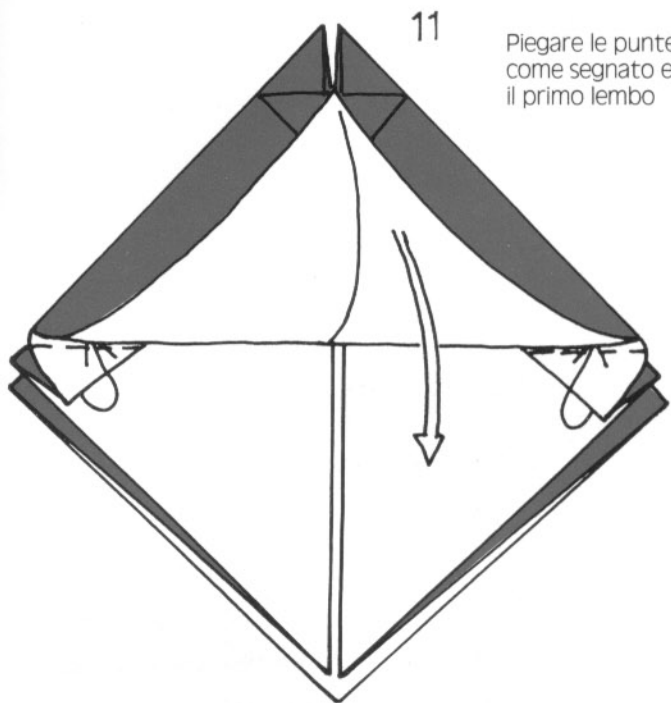
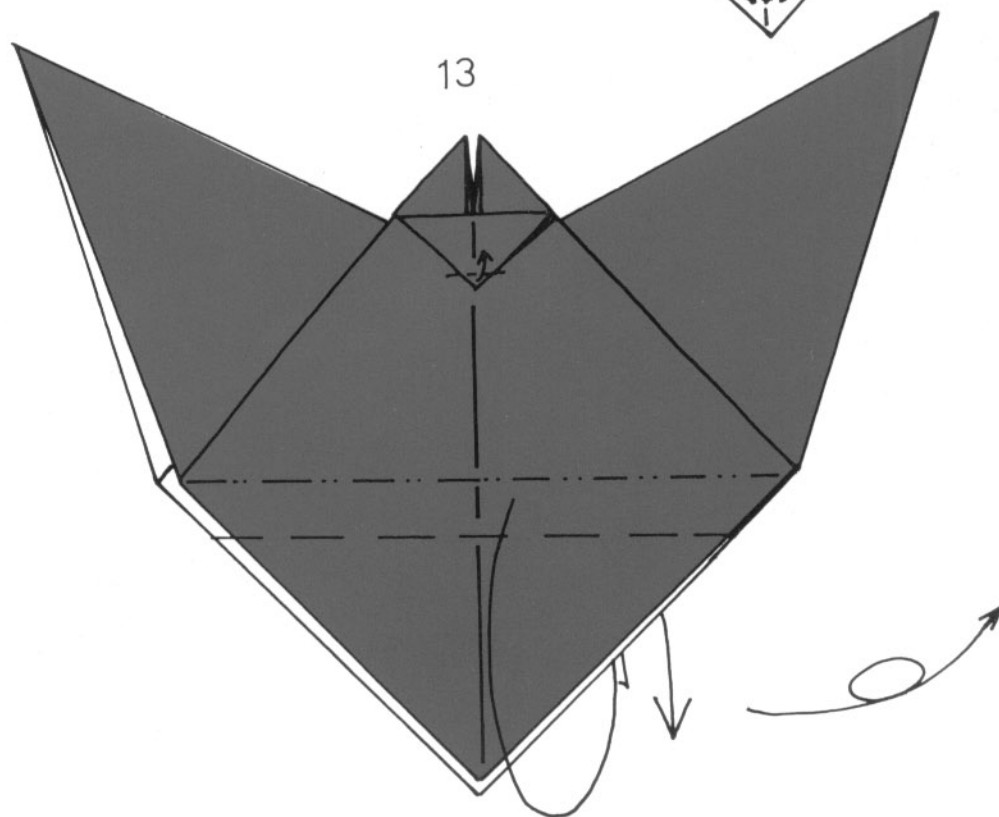
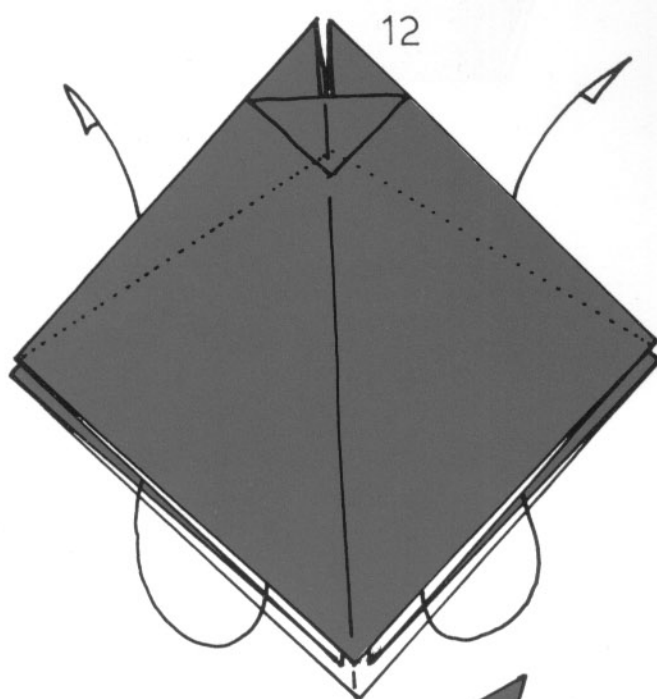
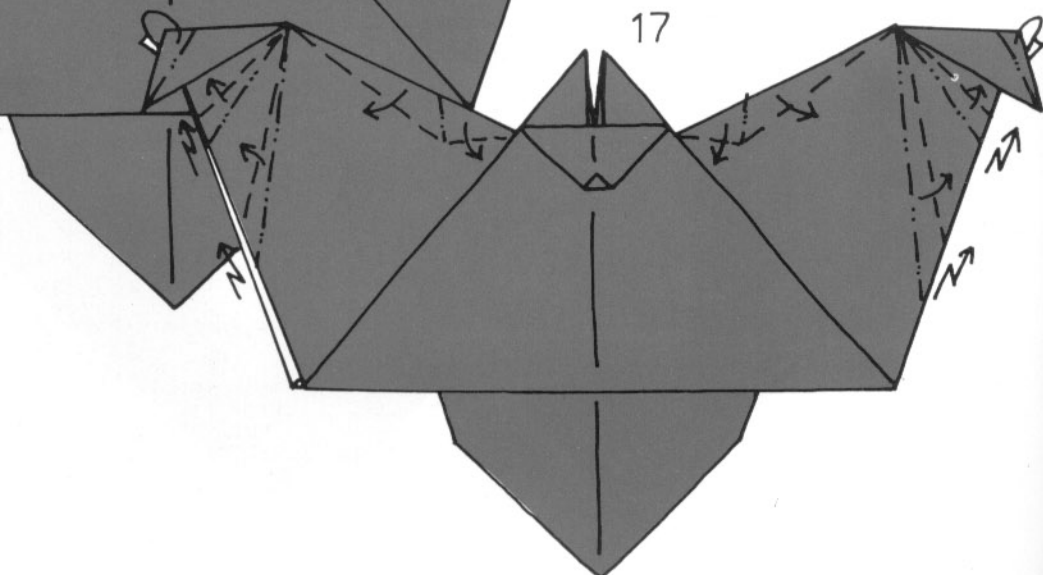
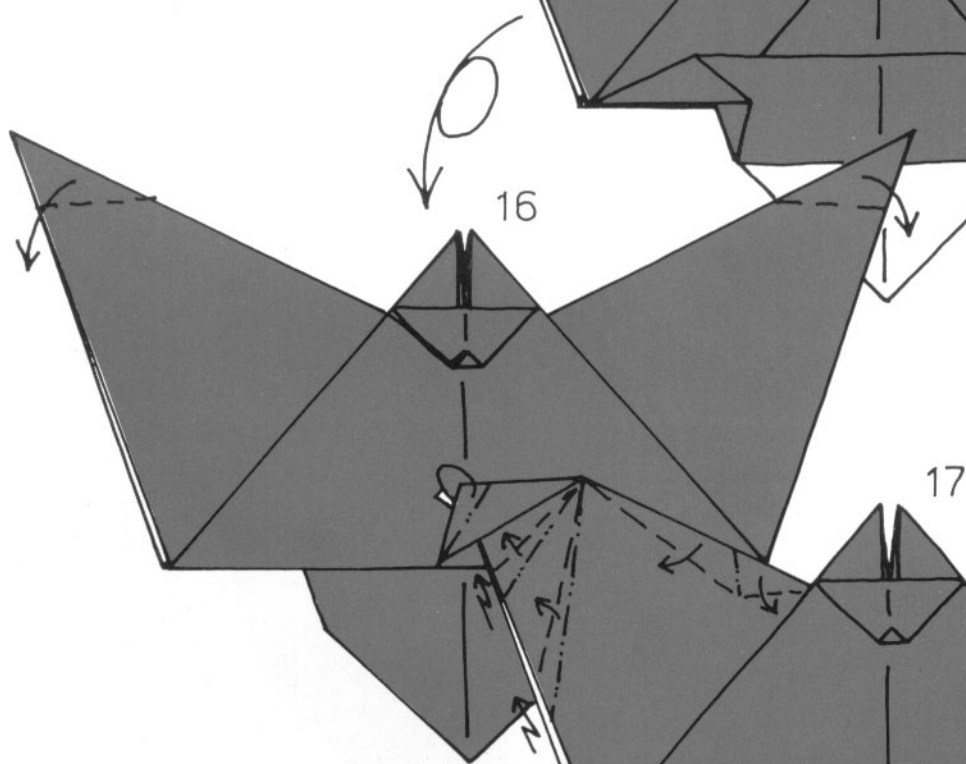
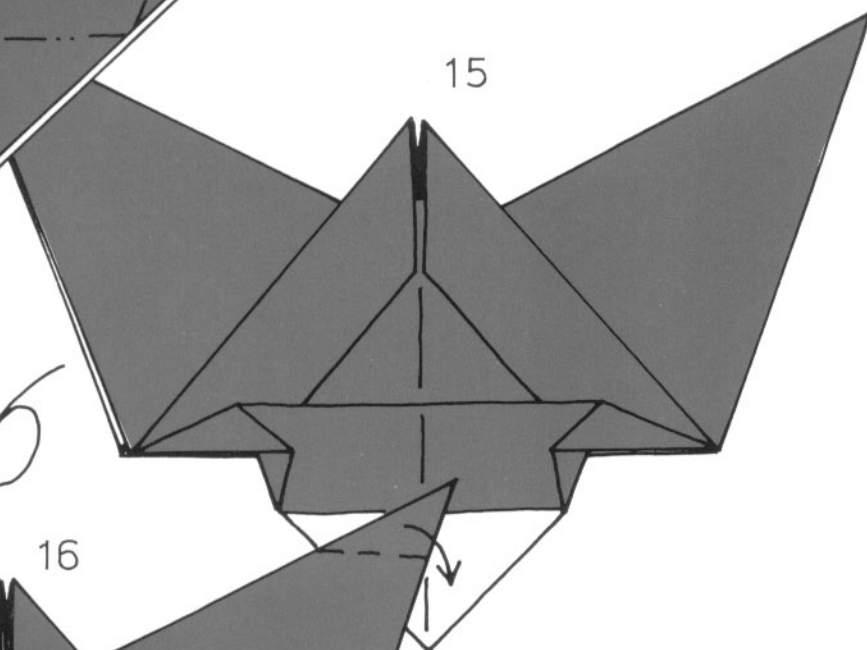
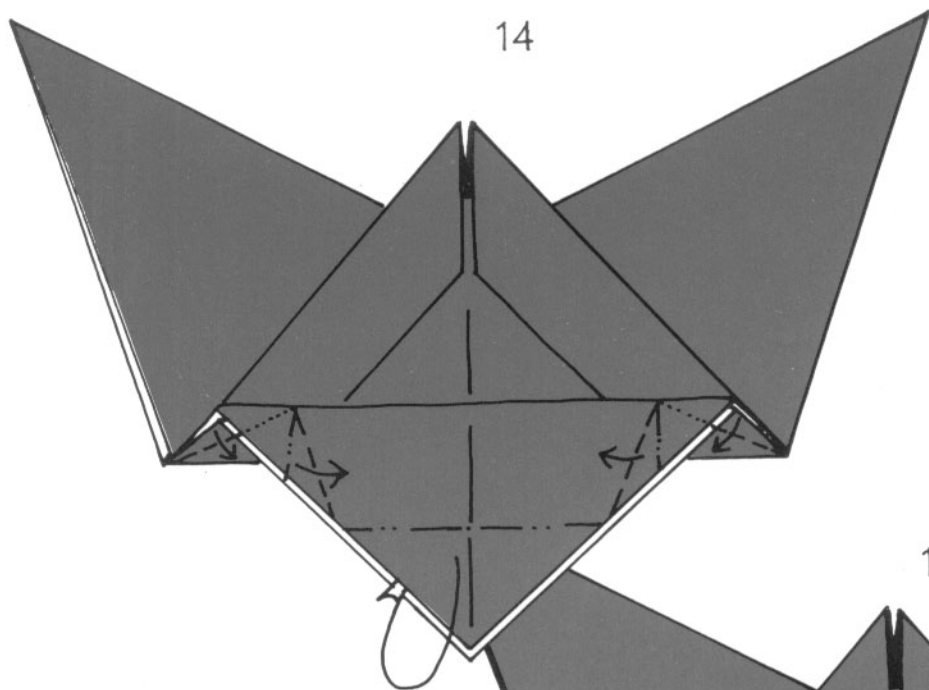
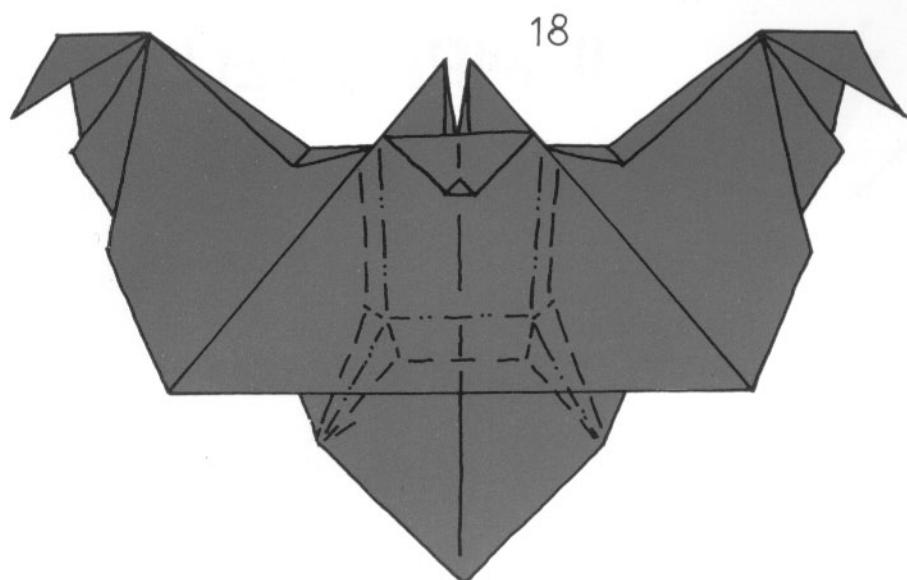
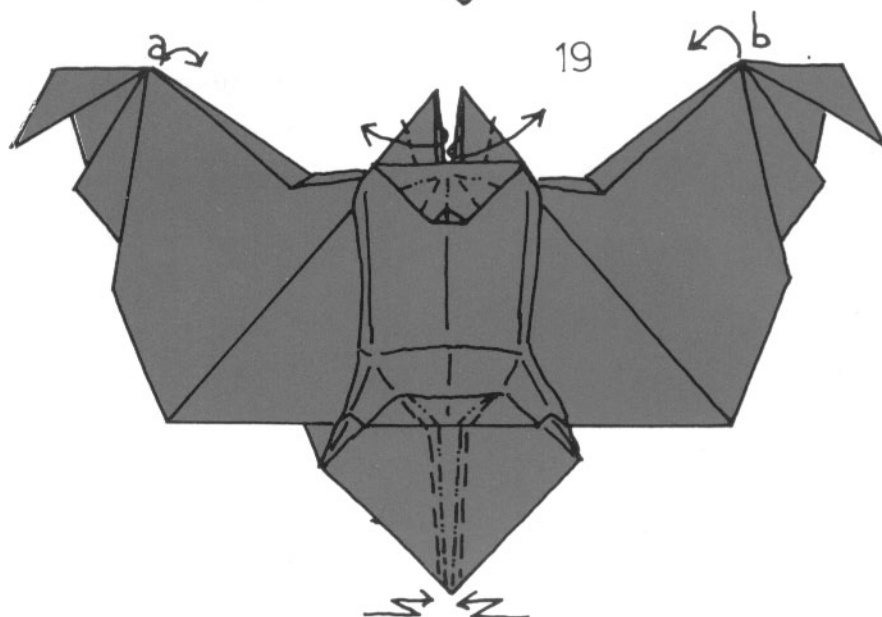
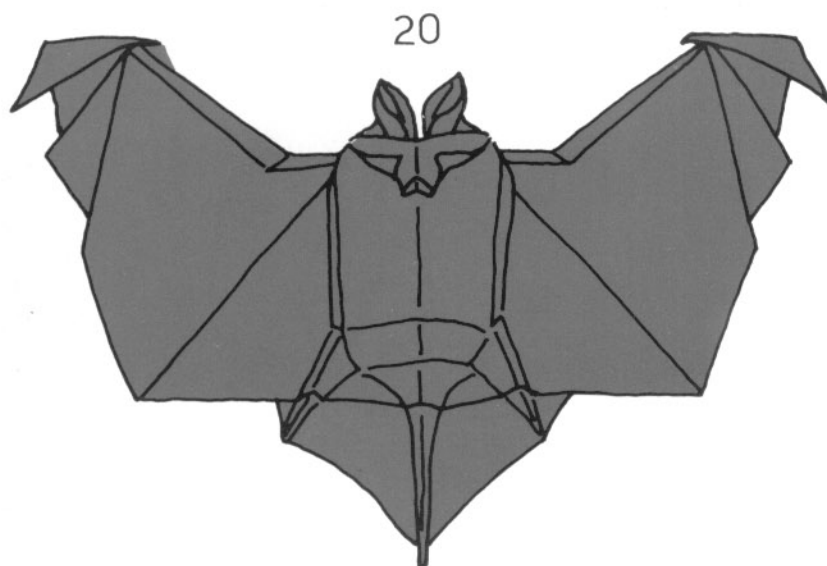
Sollevare il primo
lembo senza schiacciare
la piega

11
Piegare le punte interne
come segnato e riabbassare
il primo lembo
12
13

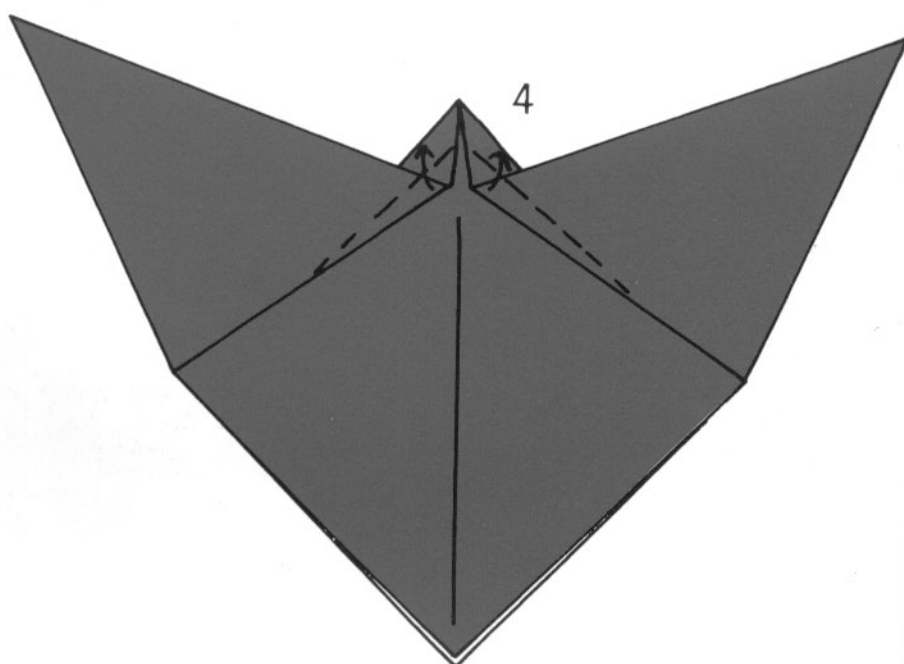
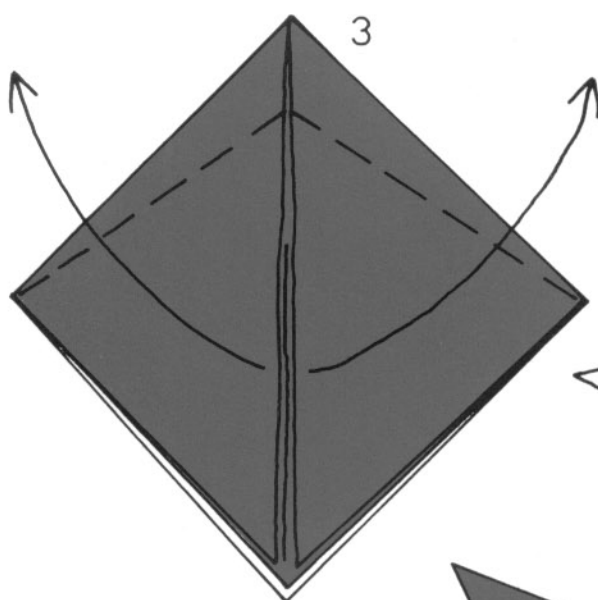
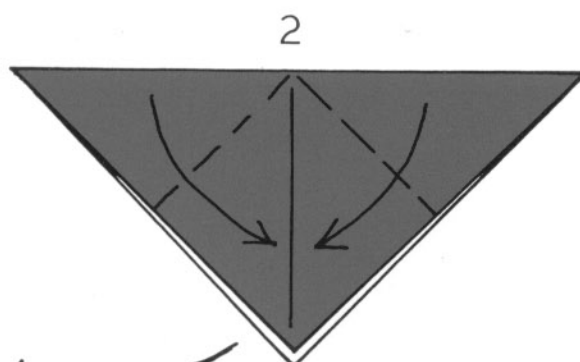
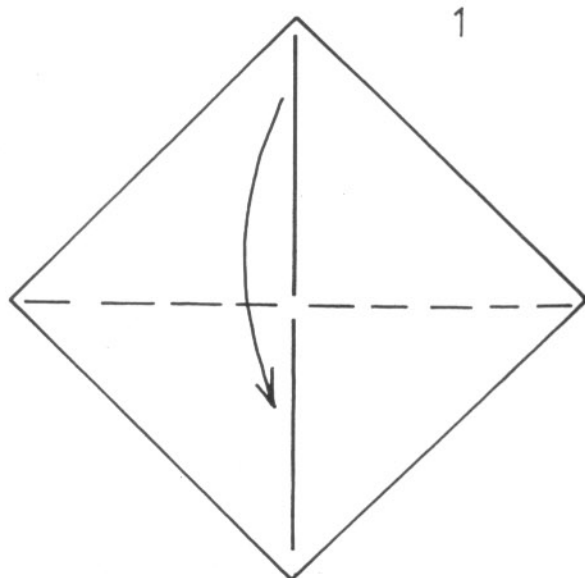
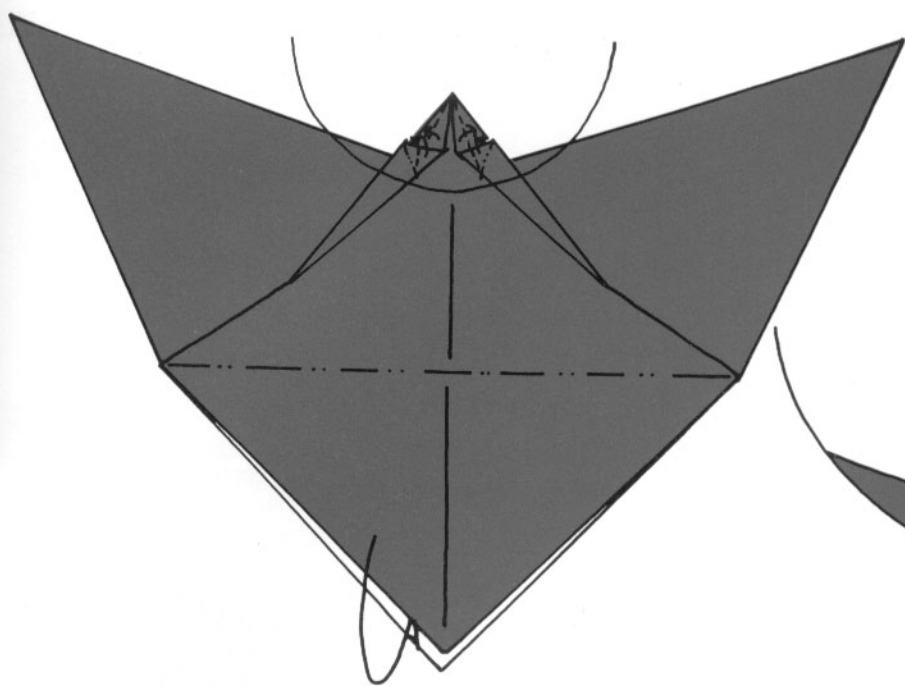
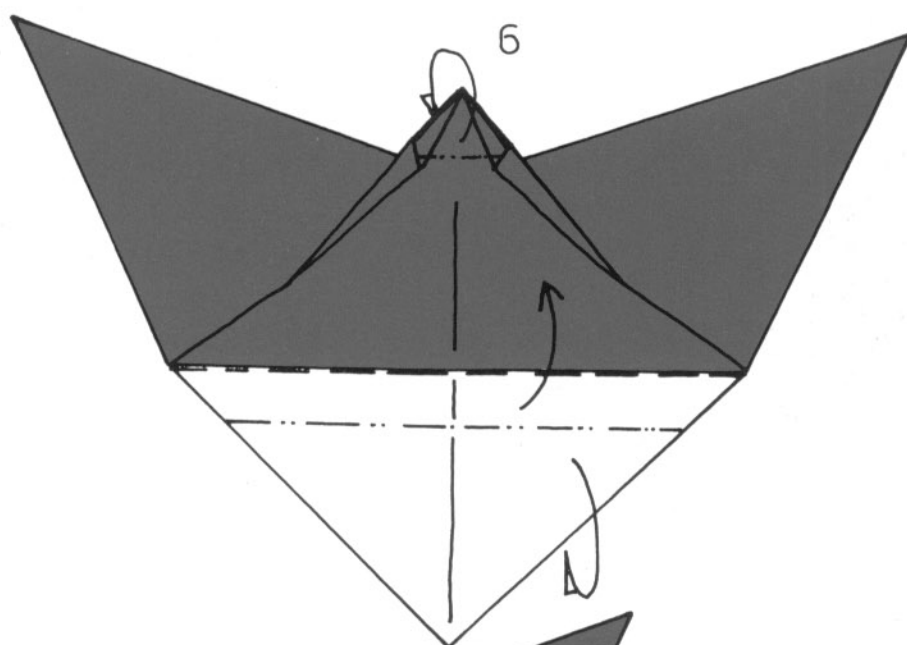
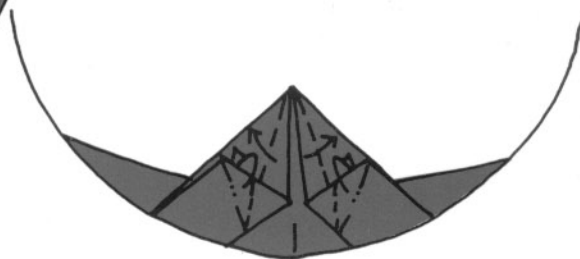
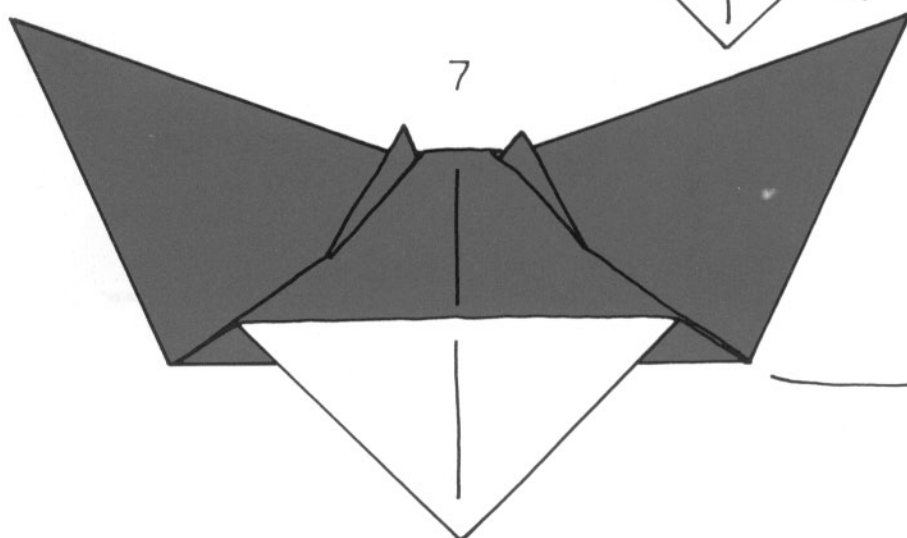
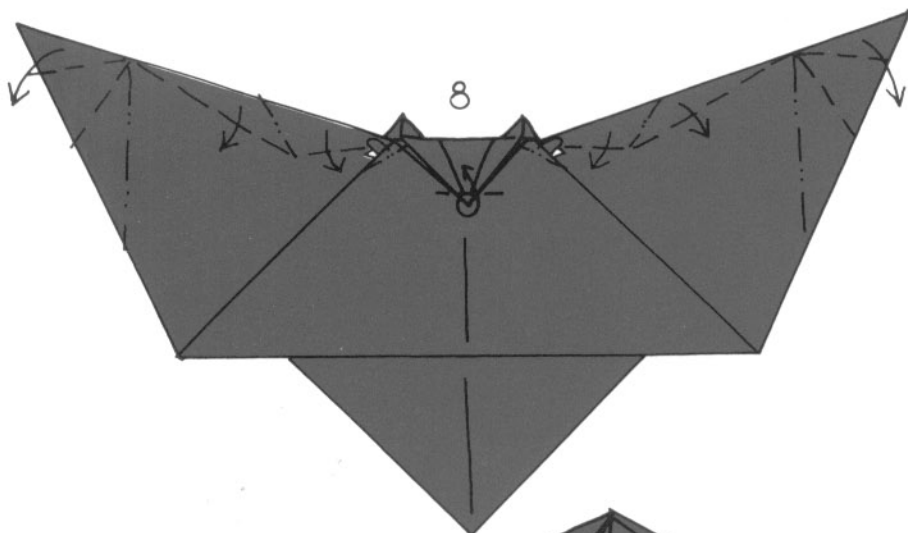
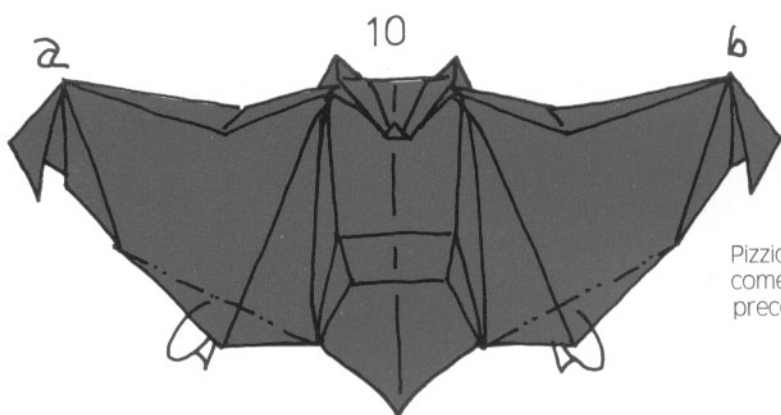
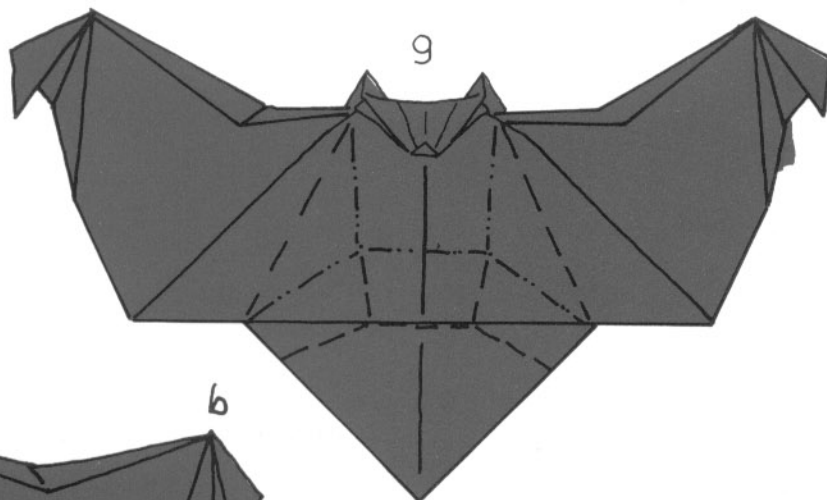
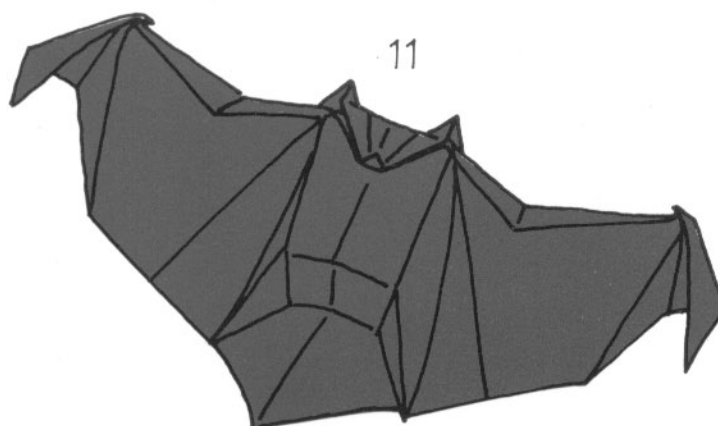
14
15
16
17

Modellare il corpo come segnato nel diagramma

Pizzicare e curvare verso l'interno (a) e (b), poi modellare la testa, le orecchie, aprendole, ed infine piegare la coda

IL PIPISTRELLO 2

Questo modello si avvale dello stesso principio creativo del modello precedente, ma è più semplice, anche se nella parte finale, presenta le stesse difficoltà di modellazione.

3

2

4

5
6
7

8
Modellare il corpo
come segnato
9
a
10
b
Pizzicare (a) e (b)
come nel modello
precedente
11

Nella cerchia degli origamisti, Alfredo Giunta è noto come un "virtuoso della carta": nelle mostre di modelli, i suoi spiccano sempre per il realismo e l'incredibile numero di dettagli che riesce a ricavare anche in modelli di minime dimensioni. Chi ha sperimentato la croce e delizia delle innumerevoli piegature del suo precedente libro "Gli insetti", troverà qui una riposante serie di piccoli animali, relativamente semplici da piegare, ma non per questo meno efficaci.

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